DROPZONE COMMANDER

RECONQUEST: PHASE 1

HAWK WARGAMES

IT IS THE YEAR 2671, D+251

The Reconquest, the greatest military campaign in the entirety of human history, is in full swing. Two-hundred and fifty-one days ago, the United Colonies of Mankind launched this colossal endeavour with the sole purpose of retaking the Cradle Worlds and Earth from the dreaded Scourge.

The discovery of Resistance groups on these alien-occupied planets has further hardened the UCM's resolve to liberate humanity's lost heartlands. Across the vast warzones of the Reconquest, defiant freedom fighters are rising, eager to seize this chance for vengeance after almost two centuries of oppression.

Full scale invasions have begun in three of the six Cradle World systems, with much of the fighting centred on Eden Prime. A verdant paradise and once the most populous of all the Cradle Worlds, this planet is a crucial objective for the opening phase of the Reconquest.

While the armies of the UCM have achieved spectacular early victories, they are losing momentum. With the element of surprise expended, soldiers of mankind must now dig deep to hold their beachheads and maintain the offensive. As the Scourge regroup and respond, these cataclysmic opening stages of the campaign will be critical to the very survival of the human race...

DROPZONE COMMANDER

DROPZONE COMMANDER RECONQUEST: PHASE 1
HAWK WARGAMES LTD

Hawk Wargames has expanded considerably since our original launch in 2012 and we aim to continue to build on the success of Dropzone Commander for many years to come. We would like to thank our friends, family, playtest groups and our Hawk Talons for their continuing and tireless support. Our expanding group of 2D artists have also been instrumental in making this book the visual feast that it is. I would also like to thank my team for their dedication, effort and good humour during what has been an incredibly busy year!

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BACKGROUND

THE CRADLE WORLDS - STOLEN JEWELS

A TALE OF RESISTANCE

As United Colonial boots made planetfall on their long lost homelands, they began to see firsthand what had become of the glittering cities of legend spoke of by historians. Decaying ruins, majestic even in their plight, contrasted with well maintained districts, occupied and twisted by their new overlords, the dreaded Scourge. The vile aliens were not the only denizens on the Cradle Worlds however. Contact was quickly established with many disparate Resistance bands, some of which had been actively taking the fight to the enemy despite being hopelessly outnumbered. To understand the nature of these Resistance groups, it's vital to look back at the development and subjugation of the Cradle Worlds in times before the UCM's Reconquest. Doubtless, in the 163 years between the Scourge invasion and the arrival of the UCM, tales of heroism, loss and suffering are legion.

However, the events which would transpire on Eden Prime were mirrored on many other Cradle Worlds, so can be treated as a case study. Where there is variance of special interest to strategists it will be addressed later. For now, the story of Eden Prime's darkest years will serve as a paradigm of human endurance in the face of terrible adversity...

A SECOND EARTH REVEALED

The Eden System holds a special place in the collective heart of humanity, as Eden Prime was the very first Cradle World presented to mankind by the outwardly benevolent Shaltari, in the year 2347. Early space exploration was more or less random due to the limitations of human foldspace technology, and while several habitable worlds had been explored, Eden Prime was the first that could truly be described as 'Earth-like'.

Its beauty intoxicated the senses of early explorers, more than the most fanciful tales of pre-industrial Earth ever could. It was an utterly unspoilt paradise of lush jungles, aquamarine oceans and measureless mineral wealth.

In the early days of Human-Shaltari alliance, millions of settlers chose to make the voyage to Eden rather than continue to live in the vastly overpopulated metropolises of Earth.

Thanks to fusion generators and vast manpower, Eden Prime was quickly exploited to the full. Cities sprouted from the plains at an astonishing rate as vast earthworks delved into Eden's rich crust.

As the first Cradle World settled by humanity, Eden naturally became the most populous and developed. As the Human-Shaltari alliance flourished, other such planets would be revealed, although none would eclipse Eden in urban grandeur or industrial scope.

Within 30 years, the alliance abruptly broke down as it became known that the deceitful aliens were planning to use humans as foot soldiers in wars with other Shaltari Tribes, exploiting mankind's numerical superiority. Plainly, such a war against a far more advanced foe would have been bloody in the extreme, the human leadership quickly broke off the alliance in disgust. Why the Shaltari appeared to have misjudged the mood of their allies so spectacularly is still a mystery. The aliens seemed astonishingly in tune with human speech, gestures and culture when they needed to be; making this diplomatic miss-step unfathomable to modern UCM theoreticians.

Whatever the reason, mankind was left to remain on Eden Prime and continued to prosper with little comment from the Shaltari who casually departed the planet. High military alert was maintained for some time after, although the feared Shaltari vengeance never materialised.

Mankind continued to populate and develop the Eden System for the next 130 years. Eden II, IV and VII would all sport human settlements by the year 2507, the year that all this shining progress would be abruptly and brutally shattered.

DEATH IN PARADISE

A titanic Scourge invasion fleet hit the Eden System with the same sledgehammer force that had brought Earth to its knees. Thousands of disturbingly outlandish invasion craft blackened the skies and rained white hot plasma down on Eden's hopelessly unprepared defenders.

A significant proportion of Eden's defence force and most of her ships and been lost to the bitter infighting between the Abandonist and the Loyalist factions prior to the invasion. Warnings of an impending apocalypse delivered by a mysterious AI entity known as the White Sphere had been broadcast on every Cradle World in perfect harmony; a message which would result in perfect chaos. Those who would leave and those who would stay vied and killed for possession of military assets, ships and food to such an extent that the remaining population was critically weakened when the Scourge made planetfall exactly one year later.

fleeing Earth for Eden, only to discover the same nightmare waiting for them. Within a matter of hours, the disorganised remnants of Eden's defenders were quickly swept aside and the horror of Scourge occupation began to envelop the Eden System like a noxious cloud.

The vast majority of the System's population failed to escape the encroaching tendrils of Scourge forces, both planetside and in space. Those who did manage to break through the naval blockade fled to the far less amenable frontier colonies that mankind had discovered independently. These planets were miraculously unmolested by Scourge attack and their foldspace nodes were quickly reconfigured to prevent pursuit. While this proved effective in concealing these colonies from the aggressor (who also seemed to need nodes for accurate jumps), it condemned the remaining inhabitants of Eden and the other Cradle Worlds to bleak isolation. While the refugees and inhabitants of the colonies would eventually rise from the ashes and return as the UCM, the intervening years on Eden Prime were dark, savage and overbearingly hopeless.

A CLASH OF LIGHT AND DARK

While military defeat was decisive and almost total, a flicker of human deviance remained, kept aflame by the desire to live at any cost. Most who survived the initial onslaught did so by fleeing underground or away from the urban centres where the Scourge forces had concentrated.

Eden Prime in particular had a vast pre-war population and a heavily exploited surface. Thousands of miles of underground service tunnels, myriad factory caverns and hidden military installations were almost as common as the glittering Neo-Deco skyscrapers on the surface. The planners of Eden's urbanisation had been determined not to deface the planet's beautiful surface with merely functional architecture (as their predecessors had done on Earth), so they hid such structures underground. These subterranean regions became a lifeline for many, from the fabulously wealthy socialites of the centres to the workers of the caverns who were intimately familiar with such places.

This may seem like a microcosm for what was happening on the colonies at around the same time, where decadent and privileged refugees fled to the frontier worlds. However, on Eden, things were different. Most inhabitants of the colonies were pioneering, accepting, adventurous types who had left the Cradle Worlds in search of fame and glory and were, crucially, few in number. They had to adapt to a new situation with millions of arriving refugees at their door and did so exceptionally well.

When the inhabitants of the surface of Eden Prime fled to their planet's underworld, they came face-to-face with the darker realm that had propped up their palaces of light. A burning resentment had been seething for decades between a forgotten underclass and the privileged of the surface. Many had led lives of affected aestheticism and pleasure, unconcerned or even ignorant of the work of the millions that kept Eden's cities running. It's safe to say that in those initial frantic hours, many personal scores were settled with both masters and affluent strangers in flight to the dark. Scourge weapons were far from being the only cause of merciless death.

What emerged from this clash of two classes varied wildly between regions, cities and sectors. Several descended into total anarchy while others managed to maintain a semblance of order. Sometimes, the presence of a strong and pragmatic leader would be enough to stem the bloodshed while at other times radicals took the chance to avenge themselves on their former 'betters'.

As the first few weeks passed, a ragtag collection of survivor groups began to form. Initially, contact between regions was frequent. Much of the underground infrastructure remained intact and communications and travel were often possible. Materiel, supplies and many people were relocated to strongpoints or hides during this crucial period. However, within months of the Scourge consolidating their iron grip on the surface cities, they began to inexorably advance into the central subterranean regions like a creeping miasma.

THE ASHES SWAMPED

Those who considered their position unassailable were not to last long. After a few questing reconnaissance tendrils of Scourge forces explored the most prominent areas of human defiance, the full weight of Scourge power descended to the deeps. Their tactics were different this time - with (in their eyes) the planet already won, the Scourge advanced slowly, but methodically, carefully isolating the largest pockets and abducting as many survivors alive as possible. They had nowhere to run, and the Scourge knew it. It was more or less at this point that the survivors realised to their horror that the Scourge warriors in the newest equipment were once human - living shells of their former compatriots taken as hosts for the foul alien neuroparasites. Every comrade captured would be another slave to the will of the Scourge race, and another enemy to kill.

The largest free redoubts were quickly swept away, leaving only scattered and tattered remnants of a force which knew itself to be divided even before the assault began. Seemingly satisfied with their work, the Scourge withdrew to the surface to begin their reign as masters of Eden.

THE WILDERNESS YEARS

Once the most significant pockets of survivors were assimilated, it became apparent that the Scourge had little stomach to exterminate or assimilate every last human being left in the tunnels. The survivors reasoned that the Scourge were like a predatory beast after feasting on a kill - slated by their gluttony, they were content to wallow in their victory while lesser, insignificant creatures scuttled round their clawed feet. The few humans left alive and free seemed to be no more than a minor nuisance to the Scourge - like mice in a cowshed. While beneath the Scourge's notice, the remnants of Eden's population finally began to unite in adversity even where conflict had festered.

As time in the dark gloom stretched from days into months and then months into years, the Resistance (as they commonly called themselves now) began to form smaller and more independent groups. Now that Scourge eyes were elsewhere, they quietly relocated to the most secretive, secluded and forsaken places on Eden Prime, demolishing passages to the surface as they went. The survivors would have to learn how to live a new and harsh life, and they would need to adapt constantly.

As time wore on, a kind of natural selection and forced societal development took place. Only the most disciplined, united, ruthless or savage of bands remained intact. Some were held together by leaders who inspired fear, respect or admiration, and a few by unshakable solidarity. As weaker groups came into contact with larger ones they either joined willingly, were forced into obedience or were slaughtered for their valuables. Whenever large bands met, they normally went their separate ways at first, keen not to signal their presence in numbers great enough for the Scourge to show interest in attacking again. Apart from these infrequent encounters there was almost no contact between Resistance bands as most communications channels had now been repurposed by the Scourge for their own ends. It was also deemed far too reckless to use any form of long range wireless comms for fear of interception.

What was most unexpected was the rarity of Scourge forays into the subterranean regions. Many theories were advanced for this, although the most common was that it had something to do with communications. The Scourge did not seem to want to stray too far from their largest constructs on the surface or from their greatest concentrations of troops. It was clear that this was less about distance than the sheer amount of rock between them and the surface. With Scourge comms still a mystery to the Resistance, theories about some form of collective Scourge 'gestalt' consciousness grew, as they seemed able to communicate without speech.

Perhaps the leadership caste (whatever they were) preferred for their minions not to stray too far beyond their control. Whatever the reason, Resistance groups in the deepest areas were left largely undisturbed by their tormentors. Supplies were relatively plentiful for the first 80 years or so. The vast quantities of provisions placed in hides before the Scourge attacks were mostly intact and sustained many communities over the long and dark years. In time, the attack faded from living memory - all that remained were stories and relics of a bygone era.

However, to say that most of the Resistance regressed to a primitive state would be incorrect. While gloomy, cold and unattractive, the subterranean regions of Eden Prime housed most of the manufacturing sectors and military bases on the planet. Occasionally, stockpiles of surplus, mothballed, reserve or undelivered military vehicles were in place and even used on occasion. However, most bands were fearful of running anything too powerful, lest they attract attention from above. As the centenary of occupation approached, the Resistance had done little so far to deserve the name, save the fact of their continued existence. Very few left alive had witnessed the attack in person and an unhappy restlessness began seep into the hearts of the populations. By now, many bands had expanded into small societies; some were large enough by now to be called civilisations.

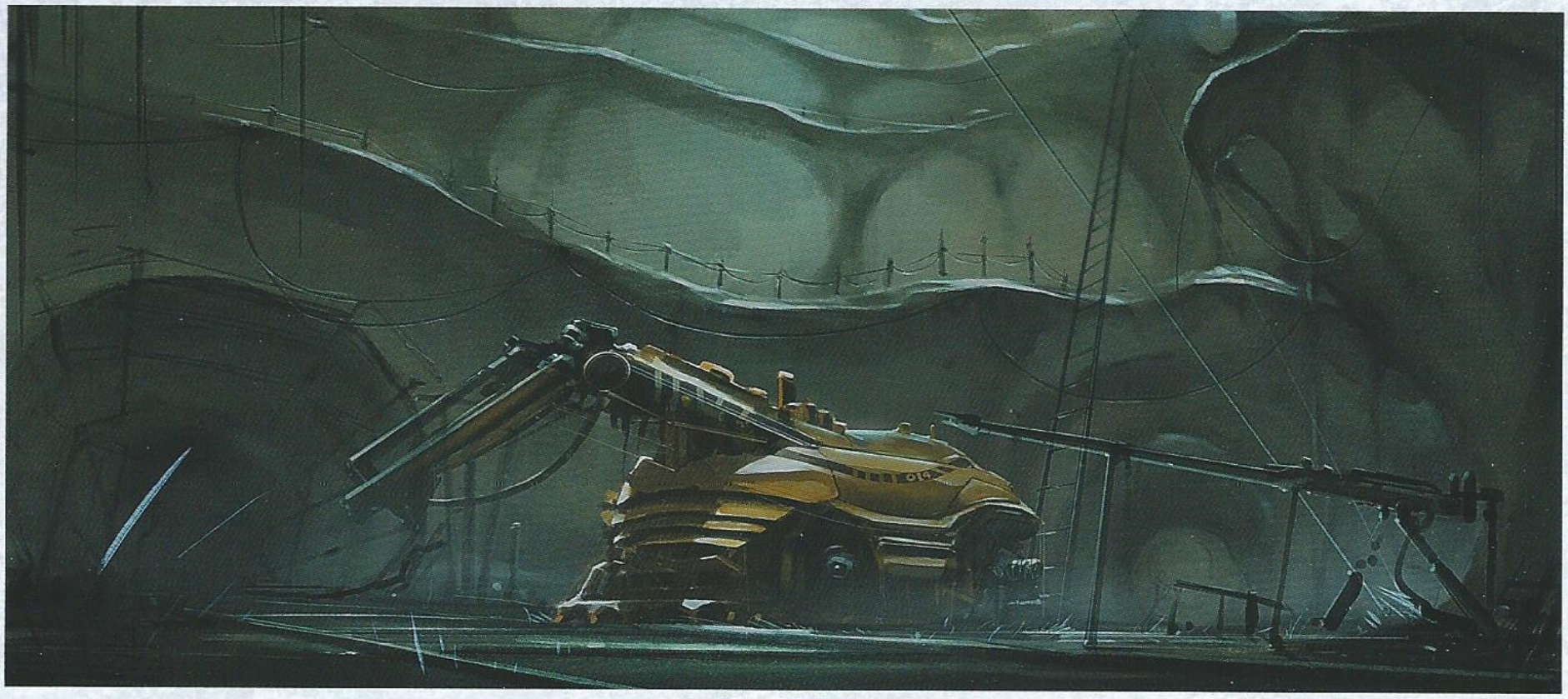
Most had never seen the sun in their lives and had not encountered a single Scourge construct or warrior. A desire to do something, to expand, to progress and be counted as human beings was taking hold of these fledgling societies. As the mental hunger for progress grew, a real physical hunger loomed. Supplies were running out and something had to be done before each and every society tore itself apart in the anarchy of primal desperation.

THE RESISTANCE RISES

After so many years in quiet isolation, many Resistance leaders become bolder as the need for action overcame fear. Visits to the surface were more commonplace and often had real tactical focus, with clear objectives to achieve. Many Resistance societies carefully relocated to remote surface locations during this period. The need to grow food and live in the fresh air outweighed the risks - clearly, there was no future in forever skulking in the shadows. Swamps, dense forests and isolated outposts became popular surface bases although most bands did not wholly abandon the tunnels, which were treated as vital bolt holes should the Scourge attack.

The Resistance soon learned that Scourge infantry preferred to move in subdued light or in darkness. Full sunlight appeared to be unpleasant for Scourge hosts, whose tendency to sweat profusely grew much worse in the heat of the day. The nature of Scourge warriors had also begun to change. The 'Lizzard warriors' common during the early years had almost totally died off, to be replaced with mostly human hosts. These were apparently the same individuals that were taken over 100 years previously and they appeared not to have aged, although they were seemed a little less in control of themselves than in the past. Their movements were less coordinated and their thirst seemed to be getting more extreme. The change was subtle at this point, but noticeable. It certainly made Scourge patrols during daylight less frequent, especially during Eden Prime's long summers.

As the second century of occupation grinded past, this trend would continue, giving the Resistance a chance to develop, expand and gain a foothold on the surface. Use of vehicles began to increase during these years as they learned how to avoid and predict Scourge movements. Any functional ex-military units were carefully husbanded by the leadership due to their scarcity. Nevertheless, they were lovingly maintained, frequently repaired and kept in working order for the dire days on which they were needed. The conversion of civilian vehicles to combat roles became increasingly common. These were plentiful in the decaying zones of surface cities that Scourge forces had abandoned or considered surplus. As they were few in number, the Resistance had plentiful supplies of weapons since the underground stockpiles were designed for real armies of far larger size.



By the early 2650's the scent of change was in the air. With their oppressors now in a clear state of slow decay, the time was deemed right for the Resistance to finally start to live up to their name and take the fight back to the hated enemy. Although the Scourge were clearly in a form of decline, they were still massively superior in technology, weaponry and above all in numbers. All the Resistance could hope to do was harass their enemy in small but significant ways. It felt hugely liberating for those that chose to go on the offensive after a lifetime of lurking in the shadows and forgotten places, no better than rats in the face of lions.

There were several groups however that did not share this view. Some of the more ruthless and totalitarian societies that had emerged from the tunnels were often less than keen to fight a vastly superior enemy and were more concerned with expanding their own power bases. Several power crazed warlords, Machiavellian schemers and egotistical dictators had emerged, each focused on increasing the scope of their own power, normally to the detriment of other Resistance societies. These 'Ferals' as they came to be known (although this is something of a blanket term and doesn't always best describe them) played only a small part in fighting the Scourge unless something worth capturing presented itself.

Those fighting Guerrilla style for some sort of human progress had a difficult war from the outset. However brave, foolhardy or skilful they were, they knew they had almost no hope of making a meaningful impact against the enemy's military. In the early years above ground they confined themselves to raiding supply depots, sabotage, recon and other partisan activities.

RECON REVELATIONS

Reconnaissance missions yielded some interesting and sometimes horrific discoveries. Breeding camps designed to mass produce vat-grown humans for Scourge parasite implantation were discovered. With a shortage of new hosts, the Scourge were clearly trying to replenish their numbers as the earlier parasites were reaching the ends of their lives. Fortunately, human biology seemed to be less than perfect for this process, judging by the mountains of naked, deformed copses dumped and burned outside such facilities on a daily basis. While they could replace some warriors, these twisted body factories seemed unable to keep up with demand. Whenever they could, Scourge forces would take Resistance fighters alive, although most carried cyanide pills against this eventuality. Luckily for the Resistance, the Scourge judged the effort and number of hosts expended in a large offensive against the Resistance would surpass the gains in new natural bodies.

Instead, the Scourge seemed mainly focused on building vast numbers of a particular kind of starship. Quite small for foldspace capable craft at just 70m long, these sleek and sinister looking vessels were characterised by their almost featureless black hulls and, it became obvious, some kind of cloaking device. Resistance observers would watch these craft regularly depart the surface shipyards of Eden Prime and melt into the sky, bound for parts unknown. There were no records of such craft dating back to the disastrous fleet engagements of the invasion, thus it was concluded that these were not combat vessels. In any case, the enemy was expending enormous levels of resourses in constructing hundreds of these ships every single year. The common conclusion was that these were scout ships, each a potential seed for an invasion against some other unfortunate species out there in the galaxy. Like seeds, most would never find suitable conditions, due to the random nature of the blind foldspace jumps that these ships would likely make once they cleared Eden Prime's gravity well.

Despite most disparate Resistance societies discovering at least this much knowledge for themselves, there was still virtually no contact between groups and no clear focus or plan for the road ahead. Most missions and attacks were opportunistic, fuelled either by a specific need or the chance to strike at a vulnerable target, often out of sheer spite. Any victories, no matter how hollow, were fantastic for morale and even the most dictatorial leaders began to see value in giving their subjects something to celebrate beyond surviving another year. This aimless but needful vengeance would soon be replaced by a definite cause, due to a single miraculous piece of implausible luck.

HOPE FALLS FROM HEAVEN

In the year 2664, almost 160 years after the Scourge invasion, a bright and intense streak of fire descended from the void into the verdant swamps close to Eden's capital city, New Troy. A scout team was quickly dispatched by the local Resistance leader Karl Foley, a man whose name would soon become legend.

When the team arrived at ground zero, they discovered the partly molten central bulkhead of a starship buried in the steaming ooze. Its construction, coupled with clear evidence of catastrophic plasma weapon damage confirmed that this was not a Scourge vessel. As no enemy follow-up party arrived, excavation teams were sent in and it quickly became clear that this was a human vessel of unfamiliar design. Although the ship was massively damaged, a fragment of tungsten-ceramic plaque was recovered from the bridge, on which were inscribed the following words:

UNITED COLONIES OF MANKIND
CARGO SHIP ANASTASIA

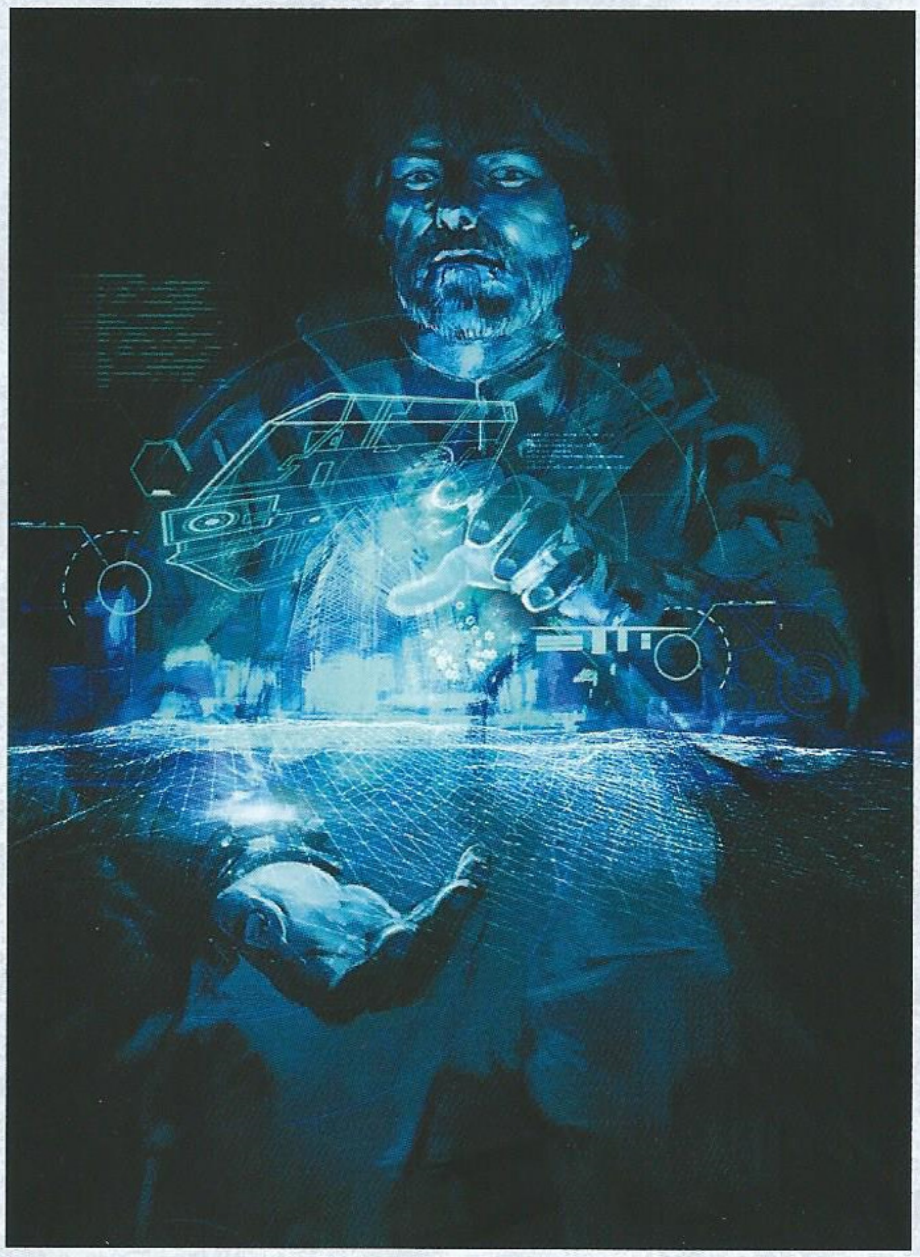
LAUNCHED AD2651
NICCOLUM SHIPYARDS

Almost no other meaningful information was recovered from the twisted derelict, but this scrap of intel alone was enough to send shockwaves of hope throughout New Troy's Resistance network. They were not alone, and mankind, somewhere, still had the capacity to build starships. This could mean only one thing - the existence of a human civilisation free of Scourge tyranny.

The most troubling thing about this discovery was the sheer improbability of it. Unbeknownst to Foley's men, there was not a single human foldspace node transmitting in the entire Eden system. Eden was rare in this regard, since Resistance networks on most of the other Cradle Worlds were able to keep a few nodes operational, in the hope of one day connecting with the rest of humanity. The chance that a ship would accidentally arrive close to Eden Prime, a Cradle World without a functioning node was beyond unlikely. Current UCM theories suggest that the Anastasia (which was lost on a routine jump between Maganum and Ferrum) must have been somehow sabotaged or led to Eden by an unknown belligerent, most likely of PHR or Shaltari origin. Whatever the purpose or reason, the fiery arrival of the Anastasia would change everything for the Resistance on Eden and would bring war on a titanic scale to the entire system.

THE FOLEY PLAN

After hearing the news, Karl Foley felt that he had been handed a mandate (and indeed a burden) to act. At age 42, Foley was already the undisputed leader of New Troy's Resistance, a position earned through years of superlative generalship in the field and finally democratic election (a rarity) as Prince of New Troy (an equivalent of President for life). His men had discovered the wreck and it was up to New Troy's Resistance to spread the word to any other survivor groups that could be contacted.



First however, Foley needed a plan to present. Never a man to reach decisions in isolation or against the wishes of other respected characters, he requested an open council to help decide on what should be done. Strategists rightly believed that the Anastasia had arrived unintentionally and un-noded, as a lone cargo ship would never have jumped right on top of an enemy port knowingly. They treated the wreck as a random piece of incredible luck, pointing them to a clear way forward – capture a node and bring help to them.

The risks of any overt or large scale action against the Scourge were obvious, and immense. However, the fighters of New Troy were tired of being bottom of the food chain, and after three days' debate, a decision was reached. The Resistance would conduct an all-out assault on the central military complex of New Troy to recover the only surviving human-built portable foldspace node known on Eden Prime. It had been abandoned during the Scourge's raid on the tunnels shortly after the invasion, although strategists believed it to be intact, hidden in a deep waste dump below the base and likely overlooked by the aliens. This base was built into hard granite, so tunnelling in would simply not be an option.

Capture of this device would be crucial, as there was no more certain way to bring aid to the beleaguered planet than to light a beacon in foldspace. Such a cause would be desperate even if it were to succeed, as they had no way of knowing whether this mysterious human society somewhere out there had any desire to help or to try and retake what had been lost so decisively. However, the Resistance had been waiting almost 160 years for a chance at real hope and this, they felt, was it.

Such an assault on a fortified complex deep within enemy territory would need a concentration of human warriors not seen since the invasion. Foley's own band were not nearly numerous enough on their own. The first task therefore would be to convince any other leaders that might be out there to join his men on this desperate strike. In his typical style of personal leadership, Foley took command once again of his famous jumpjet squadron, Foley's Fearless. The Fearless had been Foley's first command in his youthful days and had retained the name due to their daring sorties over heavily invested territory. Such an elite and specialised unit would be ideal for searching out and contacting other Resistance groups, something Foley insisted on doing in person.

After many months of risky missions, tense encounters and artful diplomacy, Foley's obvious ability and conviction won over many bands to his cause. Some had reacted with delight, some with grim acceptance and others with outright hostility. In one case, a local despot known as Salakahn tried to slaughter Foley's men at a feast, although he was wise to such a betrayal and the Fearless managed to shoot their way back to their aircraft. Despite such setbacks, Foley now had a force he believed might be enough to blast their way into the base and seize the node.

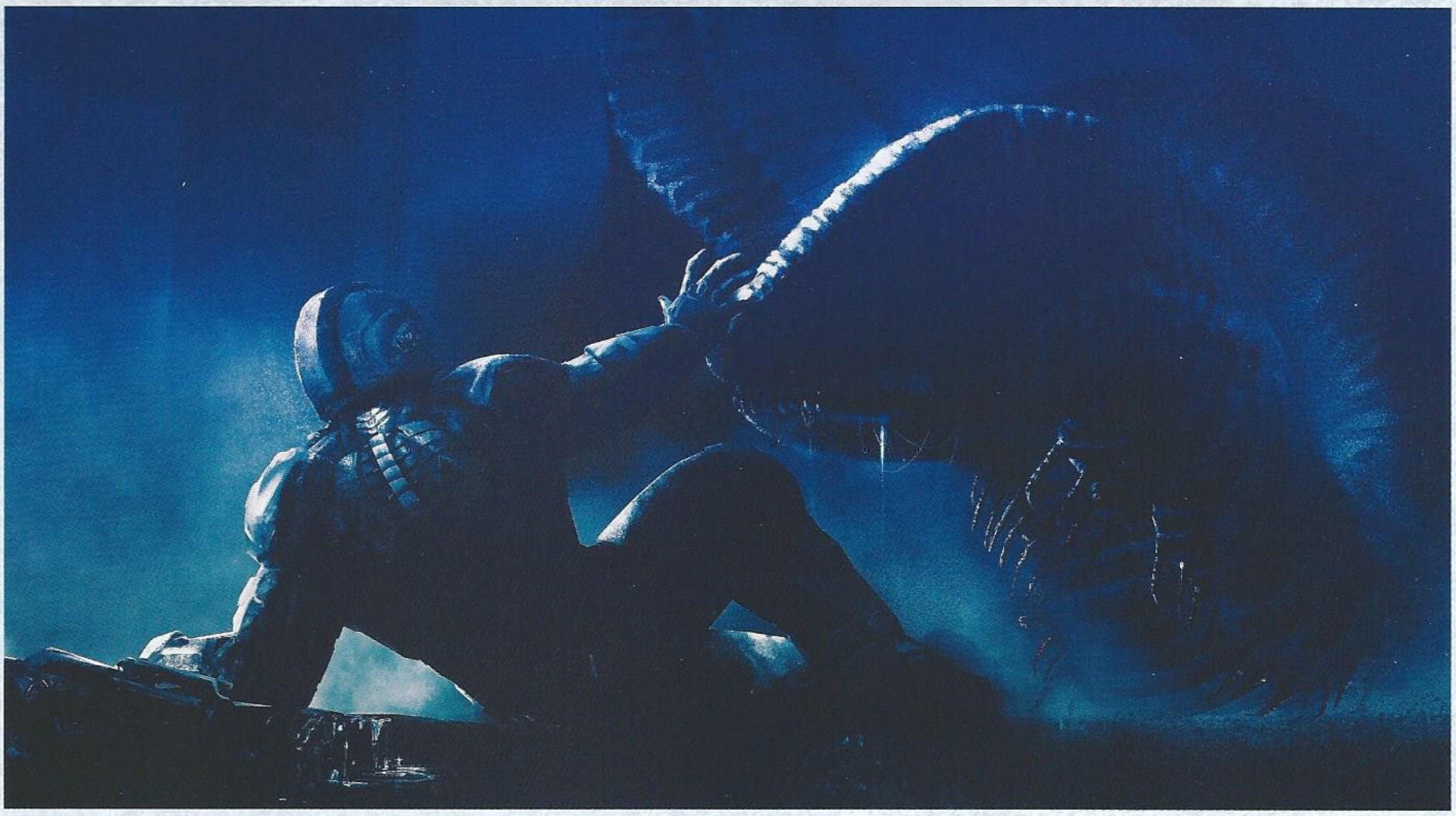
THE GREAT GAMBIT

Once the talking was done, Foley had something approaching a real, full scale army at his disposal; however, very few leaders had been willing to commit precious ex-military assets. These vehicles had often become talismans to their people, with battle honours and tales of their prowess passed down through the generations. Foley had made it clear that the operation was going to be a one-way trip for most vehicles involved as they would be abandoned at the scene and their crews extracted by air. Speed, surprise and aggression would all be crucial here, and while they may have time to drive stealthily to the target, they would have almost no chance of driving out again once the enemies' strength closed in. As such, almost every vehicle used would be replaceable, repurposed and weaponised civilian models – far from the best quality available, but crewed by the craziest human beings on Eden Prime.

As dawn broke on a bright summer's day in late 2665, the day of the attack arrived. Almost total surprise was achieved, as assets had been stealthily brought into position over many painstaking weeks. Finally, a frantic and headlong charge at the enemy marked the first large scale assault against the Scourge on Eden for 158 years. A spearhead of several thousand ramshackle vehicles smashed through the few Scourge patrols in the area surrounding the base and despite taking casualties at a ratio of 4:1 - this was but a drop in the ocean for Foley's horde. Once they reached the target however, things started to deteriorate rapidly.

Nine Scourge Annihilators that had gone undetected by recon teams announced their presence by raining enormous balls of superheated plasma down on the lightly armoured and rusting vehicles resulting in total overkill. Foley reacted quickly, sending large groups of his fastest missile-armed vehicles to take the towering constructs down. After sustaining crippling losses, the ominous machines were finally destroyed along with local AA defences, leaving the way clear for the Barrel Bombers to make their final approach. These were AT-77 Lifthawk dropships, modified to carry an enormous, homebrewed bunker busting explosives that were repeatedly thrown against the closest section of the wall to the target, eventually reducing it to rubble and clearing the way for the assault force to enter.

Foley's most elite troops entered the base on foot, readying their weapons for a close quarter fight with the occupiers, sheltering from the heat of the day in the cold confines of the base. Foley's veterans were largely equipped with plasma rifles taken from vanquished Scourge warriors and made the enemy taste the horrifying effects of their own technology. The enemy were concentrated here though and casualties were horrendous. Foley's veterans finally battled their way through to the recorded hiding place and succeeded in recovering the node from the depths of the base.

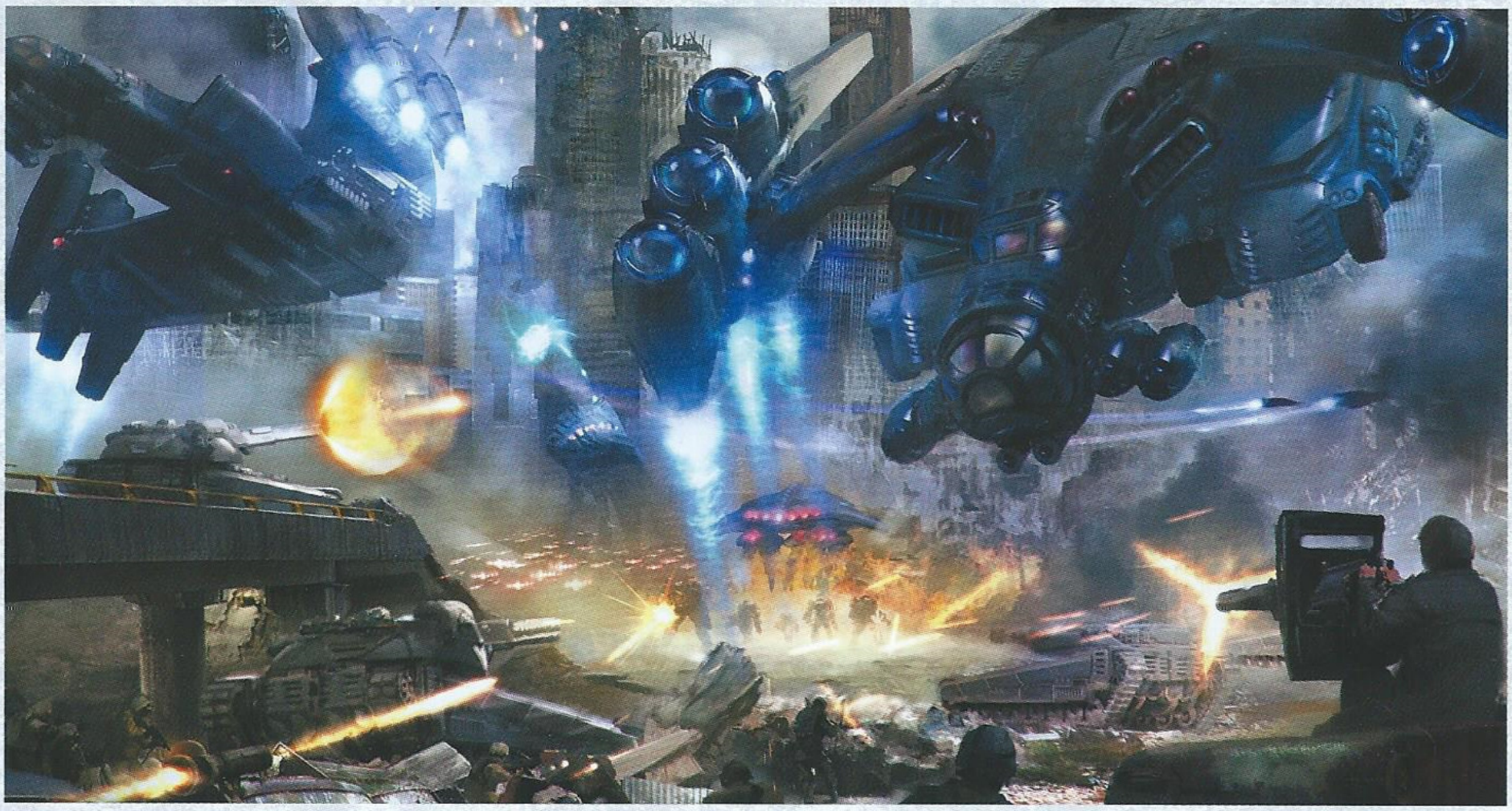


Once they had battled their way out, only 282 veterans were left alive from an assault force of over 2000. Gazing bleary eyed onto the bright battlescape of the surface, they discovered that the main force had not fared much better. The Scourge had responded with characteristic speed and savagery and were viciously cutting their way towards the centre of their lines.

It was at this point that Foley played his one and only ace, and committed the few armoured assets he had at his disposal. These were deployed swiftly by dropship into the heart of the fighting in order to cover the retreat of the brave warriors who had gone to war in little more than delivery trucks. The tanks of Foley's small armoured fist once again earned their reputation for extraordinary resilience and managed to hold the line temporarily but at great cost.

Another wave of Resistance dropships quickly followed, extracting the battered vehicle crews, the remaining armour and, crucially, the veteran team survivors along with the node.

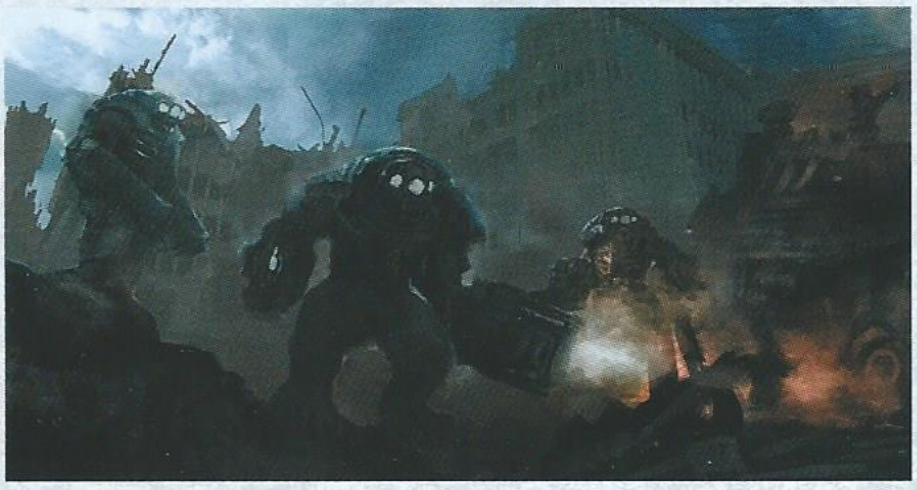
As the dropships raced from the combat zone, escorted by Foley's Fearless, the man himself brooded in his command chair. He had staked everything on this attack and had sustained appalling losses. Despite its success, this victory would be utterly pyrrhic if help did not come. It would be totally disastrous if the Scourge decided to hunt down the Resistance groups it had dispassionately overlooked. As the assault elements broke ranks and headed back to their respective home bases by secret ways, the Resistance of New Troy plugged the node into power and waited tensely for salvation or swift and terrible retribution.



THE VOID WHISPERS BACK

For some time, no response of any kind was forthcoming for the Resistance of New Troy. Even the Scourge seemed to have regarded the attack as nothing more than a minor nuisance. Perhaps, surveying the field of wrecked Resistance vehicles and charred corpses, they had felt secure in their evident superiority. It seems that the Scourge were generally unaware of foldspace nodes of human origin, since nodes need to be scanned for by those with the right codes before they can be detected. It is likely that the Scourge would have hunted down the Resistance relentlessly were they aware of the real outcome of the raid.

Karl Foley meanwhile had been struggling to keep a grip on power and to hold his people together during two years of tense waiting. While his team had managed to sneak back to home base without pursuit, the elements from three of his allies' forces had not been so lucky. Scourge follow-up teams had raided their forward bases less than 24 hours after the attack, and had slaughtered the inhabitants without mercy. Enemy patrols had also been stepped up, making raids into the cities more hazardous than ever.

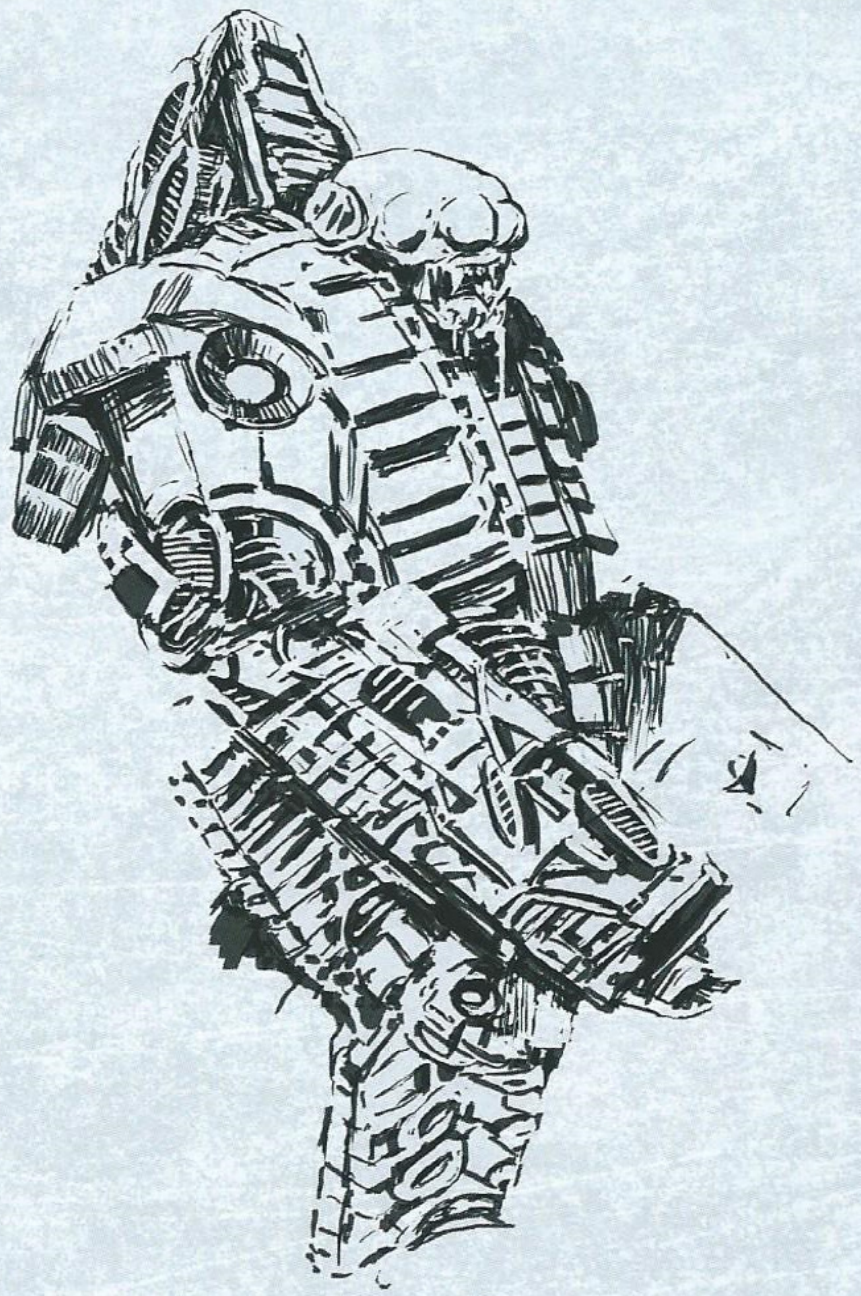


Many naysayers were keen to point the finger of blame squarely at Foley. The attack was his vision, and so far it had led only to more loss. The other leaders held their tongues for now though, as Foley had wisely involved them in the decision to act – tying them all to the consequences.

Finally, in early 2667, an answer came. One small human craft was spotted patrolling the vicinity of the node and was called down by antique pre-war distress beacons. The craft landed virtually silently inside Foley's swamp compound and was swiftly greeted by a delegation. Foley was there in person and was one of the first humans on Eden Prime to embrace a long lost brother from beyond the stars. The joy of the scene was palpable, as neither side had really expected such a reunion to ever take place. Foley's men marvelled at the 'cleanness' of their visitors, the strangeness of their accents and the utilitarianism of their craft. The black Raven-A light dropship was smaller and much lighter than most pre-war technology and was clearly designed for efficient orbital insertion. It had been modified for stealth operations, crewed by members of the elite Force Recon Marine, a small group of daring operatives trained for operations behind enemy lines.

After much talking, Foley's delegation learned that the United Colonies of Mankind had built and entire armada of offensively-oriented vessels and vehicles, designed solely for re-taking the Cradle Worlds and even Earth itself. This was more than the Resistance could ever have hoped for and gave new meaning and purpose to their long years of struggle.

New Troy's warriors, Foley declared, would be at the UCM's disposal and could provide excellent recon skills, years worth of carefully gathered intelligence and guides for the foreign commanders. Such advice would be sorely needed, since the Cradle Worlds had changed so much since the UCM's ancestors had departed these planets in terror. Foley's men would be at the forefront of this coming battle for freedom from this point onwards and became the UCM's staunchest allies on Eden Prime. Other commanders in other places, however, were not so willing to cede their grip on power to these foreign usurpers...



A VISITOR UNLOOKED FOR

Elsewhere on Eden Prime, a sleek and altogether more advanced looking white craft came to rest outside the 'palace' of Salakahn, tyrant of Altantia. Its crew stepped gracefully from its loading ramp, to be greeted by a circle of guns. They did not appear antagonistic, and communicated their wish to speak to the Great Leader. Such obsequious behaviour spared their lives for the moment and they were granted an audience with Salakahn himself. What transpired in that meeting was partly recorded by one of New Troy's spies.

Ever since the tyrant had tried to assassinate him and his men, Foley had kept a watchful eye on the brutal and cunning warlord. Some of what transpired in this mysterious meeting is of great interest to the highest levels of the UCM intelligence community and classified Level-6 to this day:

<<< The foreign delegation strode with quiet and controlled confidence into the inner sanctum of Salakahn. The stench of human decay mingled with more promising aromas of roasting animal flesh, spices and leather. After a respectful silence, a flawless looking woman stepped neatly to the front, and began to speak.

"Greetings Great Leader from the humble aspects of the Post Human Republic. We have travelled far for this meeting and must conclude our discourse swiftly, as those whose actions may disrupt our designs are fast approaching. We seek an alliance with you, most Magisterial One."

The speaker of the delegation gave a small, respectful bow, all the while casting her calm and somehow disquieting gaze around the squalid interior of what, she considered, certainly did not warrant the title of "palace". Charnel house, she decided, would be more appropriate; given the bones, trophies and beheaded cadavers lining the walls behind Salakahn's thrown. She brought her swift thoughts back to the regretfully necessary business in hand.

"We can offer you silent support, supplies and above all, wisdom. War is coming to Eden Prime, make no mistake about that. We can help you maintain and expand your realm and have no desire to take your kingdom from you."

"What would you pretty characters want in return?" Snapped the imposing warlord in a gruff but surprisingly quiet voice for such a large man.

"There are certain... items which we wish to recover discretely from this world. We would also like events here to unfold as we have been advised that things must unfold, for the survival of all life is at stake. Some local knowledge and assistance would be appreciated and our overt involvement in such activities being detected would be unfortunate. Small things mostly, the occasional manipulation of events to..."

Aurum IVth Legion Air Parade – View from Capital Spire Speakeasy, June 1st 2670

"Advised by who? What events?"

"Let us speak more about this later. For now, my... skills detect that there is primitive eavesdropping equipment transmitting in this room. I suggest that one of your men is perhaps not as worshipful as he should be..."

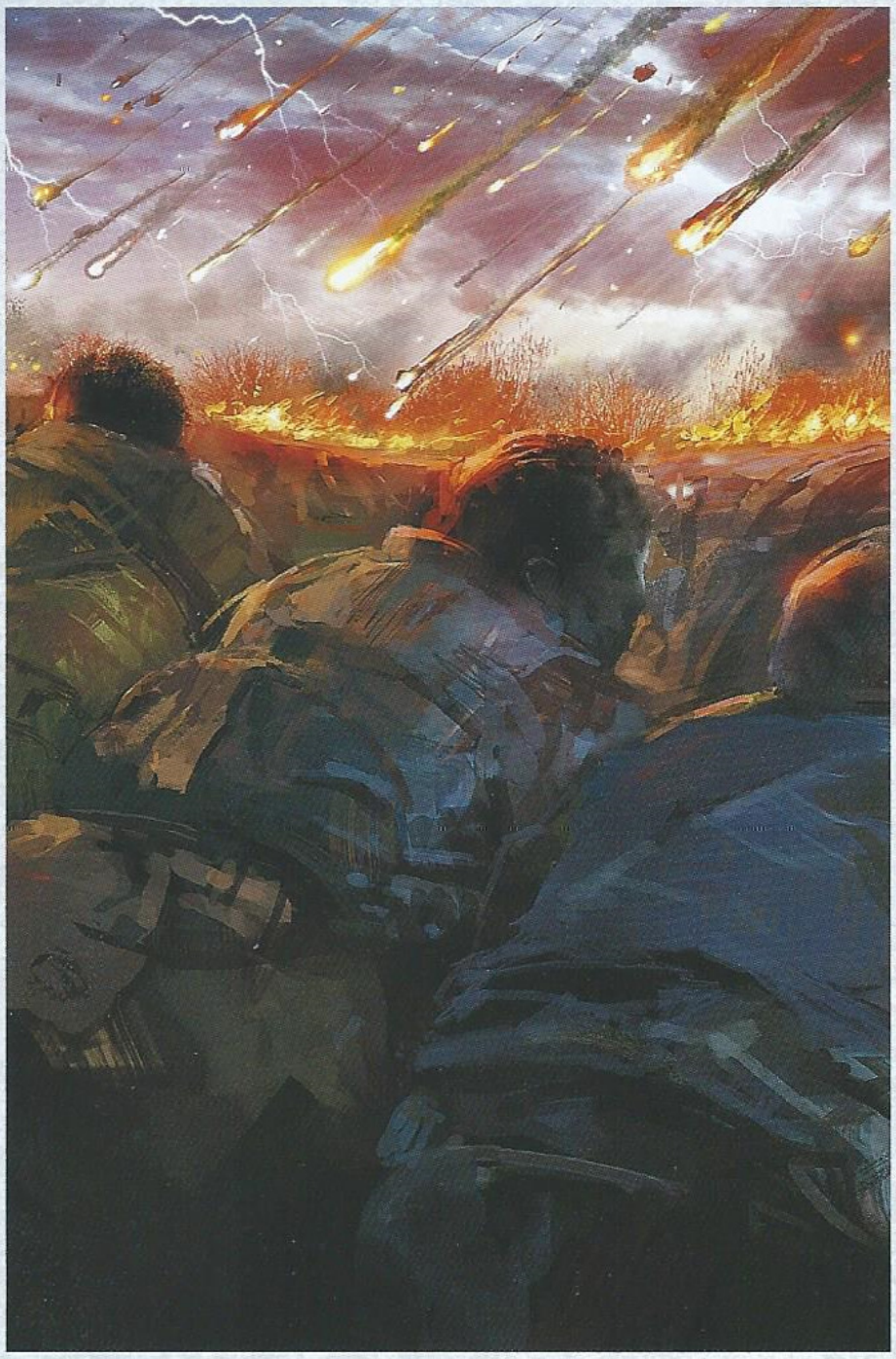
With that, she strode gracefully into the crowd, which parted before her in a trance-like awe. Such a creature of perfect beauty had not been seen on Eden for a very long time. Just as the crowd were fixated on this, she spun with balletic poise and roundhouse kicked a man behind her squarely on the chin, cracking the spine and ripping open his neck with the force of the blow. She advanced on the spaying corpse calmly and crushed a small device under her petite bloodstained foot, cutting this intriguing piece of intel short >>>

HELL UNLEASHED - THE RECONQUEST ARRIVES

By the year 2669, the UCM were sending recon teams to Eden Prime on a regular basis, working towards preparing contacts, gathering intel and coordinating efforts for the coming offensive. Eden Prime would be the first target of the Reconquest, the UCM's titanic endeavour to recapture Earth and the Cradle Worlds. As the most heavily populated Cradle World, it was assumed that this would be the toughest nut to crack, besides Earth, and thus the treasured element of surprise was reserved for it. Even the mighty UCM did not have the manpower to invade across seven fronts simultaneously, so it was decided to focus on Eden Prime first. The launch date was set at June 6th, 2670 a symbolic date to match another auspicious day from Earth's ancient history. The countdown to invasion had begun.

One of the most momentous days in the entirety of human history began quietly for the forces of the Resistance. Some fighters struggled to contain their excitement while others struggled to keep hold of their breakfast. Most had been told what was coming only the night before to maintain secrecy and many thought they could imagine how it would be. The truth was that they had no idea and no way to visualise the sheer scale of the fleet now massing above Aurum, preparing to jump into hell's teeth.

The first sign that the invasion had begun was a deluge of falling, burning wreckage from hundreds or even thousands of stricken ships. No one knew if these fragmented remnants were enemy or friendly - no way to tell in such a molten firestorm. The warriors in their foxholes, tunnels and redoubts simply had to sit tight, stay undercover and pray that the UCM's fleet triumphed in the void battle above.



In reality, there was really no question that a swift and decisive victory in orbit would not go the UCM's way. Intel was good and the element of surprise coupled with a massive numerical superiority ensured that the Scourge garrison fleet was annihilated within minutes of the opening salvo.

A limited and precise volley of orbital bombardment was then unleashed, targeting those few areas that were both entirely Scourge dominated and expendable. Ultimately, a primary objective for the UCM was to preserve as much of the planet's prized infrastructure as possible, just as the Scourge had done. It was far better to capture a great city than be master of a pile of smoking rubble.

Nine hours after the UCM fleet had jumped into the Eden System, the first New Orleans class strike carriers began to break into Eden Prime's atmosphere. Each one of these craft carried over 120 dropships, around 300 armoured vehicles, a small fighter squadron and a full cohort of 1000 Legionnaires.

Although the UCMS Avenger had the honour of being the first vessel to break atmo, it would soon be followed by over four hundred more of its kind. Once the bulk landers had followed this strike wave a total of seven whole legions and five armoured corps were committed to the battle for New Troy by the end of the first day. This was over eight million men dropped from orbit in a twelve hour period – a staggering concentration of troops. An estimated 35 million human beings took part in some way on the first day of the Reconquest as a whole, over a third of the UCM's entire military and naval power.

Establishing a beachhead on New Troy and several other major cities was the primary objective for D-Day. With such awe-inspiring force at its disposal this was achieved with relative ease although casualties were beginning to mount as the enemy reacted to the sudden assault. The worst loss of the day came when a flight of Scourge atmospheric corvettes managed to break through the orbital cruiser screen and destroyed forty-nine strike carriers before they were stopped, seventeen with the loss of all hands and full compliment.

By the end of this day of days, the UCM were under total control of the outskirts and were beginning to push into the centre of the city. Estimated casualty figures for the first day at New Troy alone stand at 400,000 wounded and 350,000 killed – slightly higher than strategists had predicted but well within acceptable limits. Overall naval losses were much lower but still ran beyond 90,000 sailors lost to the void. Resistance casualties are still unknown but it is likely that they sustained a much lower loss rate, as their main job, reconnaissance and sabotage had been carried out in the weeks prior to the invasion.

They were all effectively veterans of a lifetime long war against the Scourge and were extremely adept at staying alive. Despite this being the bloodiest day for humanity in 163 years, D-Day's operations were roundly declared a unanimous success.

THE BATTLE FOR EDEN PRIME BEGINS

Despite the overall success of day one, the UCM high command was aware that they only controlled a small group of beachheads around some of Eden Prime's major cities. There was an entire planet to be won during this campaign and millions of men would probably have to die before its bloody conclusion.

The Scourge already numbered many millions on this planet alone, and who knew how many reinforcements were even now racing towards the system to enact swift vengeance. This would be a long and gruelling campaign, the first and possibly the greatest test for the relatively inexperienced UCM military juggernaut. The Resistance would be there along the way, mostly to help and occasionally to hinder the UCM's path to the longed for victory...

JOIN THE RECONQUEST!

ENLIST IN THE COLONIAL LEGIONS

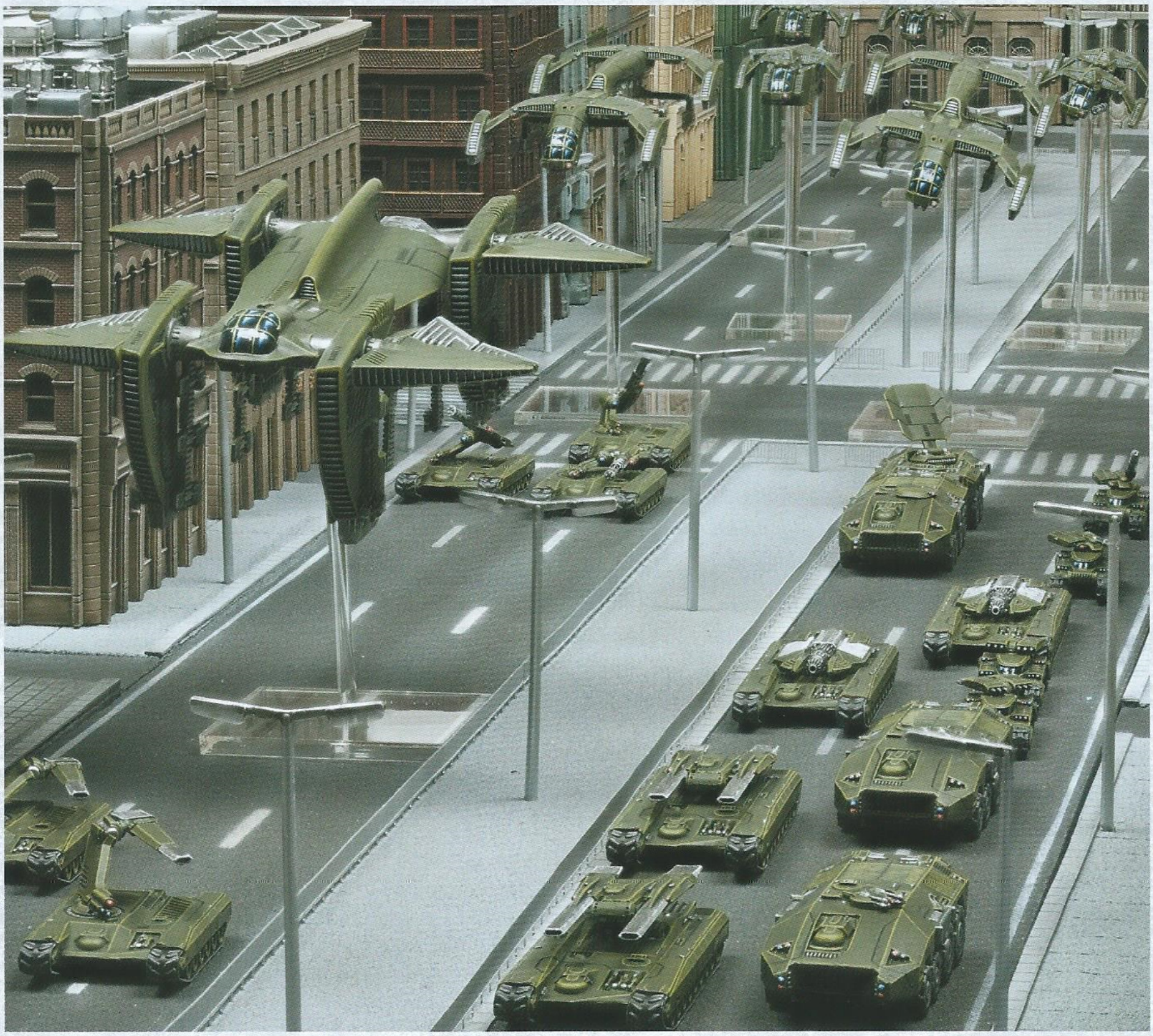
THE STATE OF THE RECONQUEST

D+250 REPORT

The present day is the 250th since the start of the Reconquest and the battle for Eden Prime still rages. Several other Cradle World fronts have since been opened in the Elysium and Shangri-La systems with a fourth front currently being initiated in the Olympus system.

At this stage the UCM High Council and President's office has requested a concise and general report on the state of the war in each theatre of operations; this report is shown in brief. Clearance levels vary throughout this report up to Level 7, highlighting the highly sensitive nature of some of this information. The report is compartmentalised into sections detailing the UCM's level of military commitment in each Cradle World system. The reports are a compilation, with some dated many weeks ago where no new information is forthcoming.

High Council Building - Aurum City



EDEN THEATRE - INVASION PHASE 2

EDEN PRIME

AHQ SITUATION REPORT:
EDEN SYSTEM,
FEB 10TH, 2671AD, D+250

+++ Classified level 2 - Senate and Ranking UCMA/F Officers Eyes Only +++

OVERVIEW

SURFACE OPERATIONS - EDEN PRIME

Although the Reconquest Plan as a whole is still in Phase 1, the situation on Eden Prime can be considered to have entered Phase 2. The cities of New Troy and Romagrad are now almost entirely under our control, although pockets of enemy belligerents are occasionally encountered. Our forces are now being re-deployed en-mass to begin the assault on the cities of the northern hemisphere, where the enemy has appeared to regroup.

The next few months of combat operations will be critical as the enemy must be entirely eradicated from all major urban concentrations before reinforcements arrive. A total victory here is essential for securing increased means of production, capture of resources and an Earth-quality planet to act as forward base. Troop numbers will be necessarily reduced during this period, as they are sorely needed to bolster the invasions on both Elysium and Shangri-La.

SURFACE OPERATIONS - SECONDARY PLANETS

Eden II and IV are now entirely under our control. Scourge garrison levels and pre-war population were low on both these planets in any case. Fighting has only just begun on Eden VII which was a massive producer of raw titanium before the war and appears to have been exploited heavily by the Scourge during their occupation. AHQ estimates our forces are many months away from total victory here.

ORBITAL OPERATIONS

Enemy fleet assets above Eden Prime have been entirely neutralised and not a single Scourge ship is reported present in the Eden System at this time. Occasional sightings of PHR and Shaltari vessels have been reported although no full scale combat engagements have occurred.

With effective command of the void, the Admiralty will shortly request a large portion of Eden's garrison armada depart for the Olympus theatre, where their presence will contribute to the major fleet action occurring there. A picket force will remain to assist with orbital bombardment fire missions and to blockade the outer markers of the system.

ACTIVE SURFACE BATTLEFRONTS

CITY OF NEW TROY

CITY OF NEW TROY AND CITY OF ROMAGRAD - EDEN PRIME

Actions in both of these cities can be regarded as mop-up or kill team operations. Considerable concentrations of Scourge were eradicated several months ago. But, pockets of enemy forces remain and it is vital that reliable and safe control be exerted over these urban centres.

The majority of the Resistance fighters in these cities are known and trusted allies of Honorary General Karl Foley and can be relied upon to assist where needed. Gen. Foley has requested a re-posting to the frontline in Atlantia and transit for his men, a request AHQ is in the process of granting at the time of writing. Apparently, he has a personal score to settle there and wishes to continue to kill Scourge to the best of his ability in the meantime.

CITY OF ROMAGRAD

CITY OF ATLANTIA

CITY OF ATLANTIA - EDEN PRIME

Fighting on Eden Prime is currently at its most intense around Atlantia, a city well inside the northern hemisphere. Scourge forces rallied to this particular city after their rout at New Troy and Romagrad. Enemy concentrations here still number in the millions after over one hundred days of continuous fighting and the city has already claimed the lives of two million UCM enlisted personnel. PHR forces have also been sighted in the area with several cohorts and armoured divisions reported missing in mysterious circumstances.

The Resistance forces around Atlantia have been uncharacteristically hostile to our efforts for freedom. This can largely be attributed to the aggressive partisan activities of a man known only as Salakahn, a local warlord of considerable savagery. Our efforts to hunt down and eliminate him have so far met with failure. It is hoped that Gen. Foley's arrival from New Troy will help to rectify matters. In the meantime, all non-Colonial humans in the combat zone should be considered enemy belligerents and dealt with accordingly.

CITY OF STAR-CASABLANCA

CITY OF STAR-CASABLANCA - EDEN PRIME

This is currently the only city in the warmer southern hemisphere still in Scourge hands. Enemy assets here are largely vehicle based, since Scourge warriors seem to find the high temperatures unpleasant.

The enemy have proved tough to dislodge due to the tight and maze-like nature of the streets, which suit their close range weaponry extremely well. We are currently facing insubordination and morale issues getting tank commanders to enter the city at this time. The UCMA has seen seven whole Armoured Corps lost within the city walls and patience is waning.

AHQ officers are currently in negotiations with the Admiralty and the Senate to break our 'Preserved City' policy and have the site flattened from orbit. If such an action is taken, we are beholden to extract the local Resistance forces, which have been instrumental in maintaining a thriving insurgency, utilising homemade anti-tank munitions with disproportionate effect. In the meantime, operations continue here in an attempt to capture and maintain a foothold in this death trap of a city.

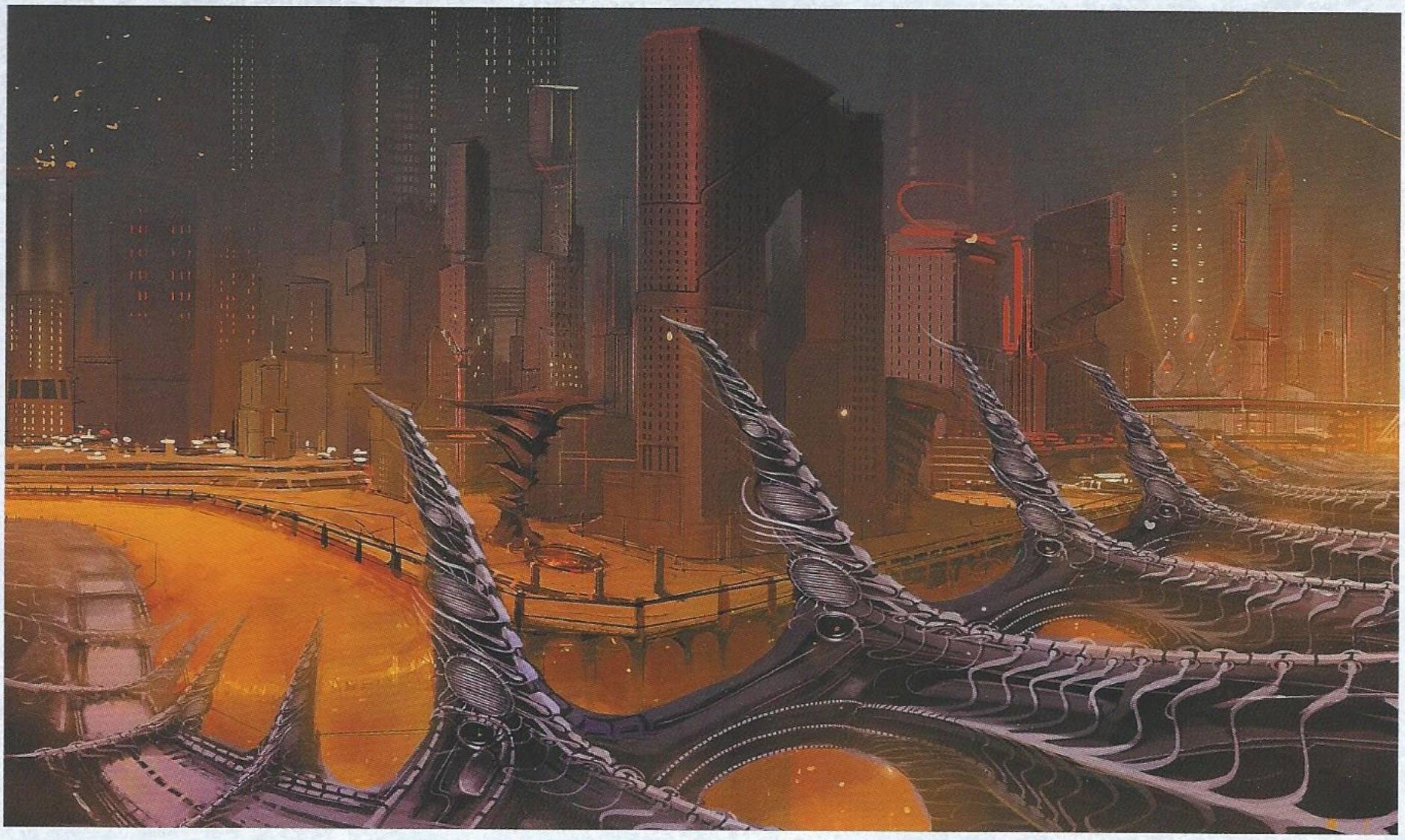
OUTPOST, NEW ATHENS TERRITORY

CITY OF NEW ATHENS - EDEN PRIME

This is the last city on Eden Prime firmly in Scourge control and unassailed. Its location in the storm battered far north makes it a difficult target for orbital insertion. It was determined from the outset that New Athens should be captured by conventional ground assault aided by surface launched dropships. Such an attack requires control of the smaller settlements surrounding the city proper.

Recon patrols are already scouting the area, although several have been reported destroyed by long range, hyper-advanced directed energy weaponry of non-Scourge origin. It is suspected that a Shaltari force is attempting to disrupt our operations here for reasons unknown.

FACTORY CITY, ODIN'S FOUNDRY

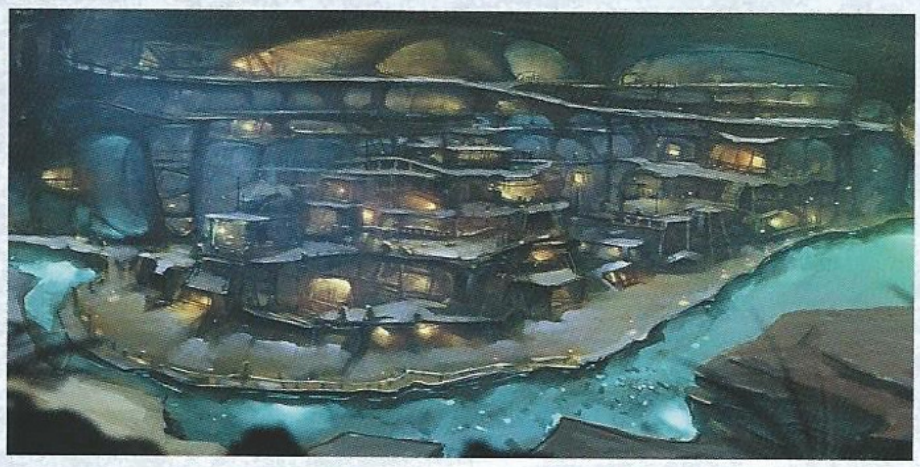


ODIN'S FOUNDRY - EDEN PRIME

Odin's Foundry is a local and collective name for the sprawling geo-mineral and metalwork plants clustered around Eden Prime's Mantle Scar. This 2000 mile long exposed fault line throws out billions of tonnes of precious metals and minerals every year from the planet's molten core. The Foundry has always been the key to Eden's manufacturing capability and its capture is now priority one.
Fighting is still intense along most of the Scar, although we have made significant gains in the last month. The arrival of new, heavier armoured units in greater numbers from Ferrum has hastened the war here considerably. The Scourge are still a force to be reckoned with in several areas and reports of PHR involvement are frequent, although they seem to be fighting the Scourge and our own patrols whenever they are encountered.

The Resistance here are particularly tough and some of the most diverse anywhere on Eden Prime. We have reports of everything from societies civilised enough to control several factories to tales of true savages, driven to insanity in their torment some are known to roast human beings alive in the thermal vents, consuming their flesh in ritualistic sacrifice. Any Resistance fighters in this region should therefore be approached with extreme caution.

TITANIUM MINE, EDEN VII



TITANIUM MINES - EDEN VII

These facilities are the last bastions of Scourge defiance in the System outside of Eden Prime. The mines are built into vast, city-sized caverns beneath Eden VII's twisted, frozen surface. These underground spaces are sometimes so vast and extensive that Eden VII could be described as a planet within a planet.

Combat conditions are difficult here due to the poisonous atmosphere - respirators are to be worn by combat troops at all times. Any form of orbital bombardment or support is also impossible here and the enemy is well dug in. The Scourge seem to have valued the mines highly and have reinforced the fortifications in addition to building several enormous constructs of unknown purpose below the surface.

An assault by mass dropship insertion into the caverns is planned as soon as enough craft are freed up for use after the offensive against Odin's Foundry. Losses are projected to be high and combat fatigue a serious problem. Issues here are compounded by reported PHR and Shaltari presence. The existence of any viable Resistance force seems unlikely, so we cannot count on any assistance in the tough battles ahead.

SETTING GAMES IN THE EDEN SYSTEM (PHASE 1 AND 2) - DESIGNER'S NOTES

The narrative in the Eden system is currently the most developed, with a wide variety of battlefronts, locales and background. As such, this would be the most appropriate theatre in which to organise/set a campaign or series of games. Here are just a few ideas to get you started:

1) Pre-Invasion ops - Given the extensive background for Eden Prime under occupation, it's easy to find narratives for games set before the UCM arrive. Resistance vs Scourge matches would obviously be most suitable, but you could explore the activities of PHR or Shaltari forces as they take the chance to grab objectives before the UCM arrive. Karl Foley's 'Great Gambit' alone could be used as a basis for a series of games to recreate this famous battle.

2) Recon - These types of missions work well in almost every theatre as early scenarios. Intel based scenarios are perfect for early stage games.

3) Establishing a beachhead - 'Take and Hold' style scenarios (often those with Focal Points) work very well for representing a sector during a wider combat drop.

4) Battles in New Troy and Romagrad - Both of these vast cities offer a backdrop for almost any urban scenario you can dream up. Both 'clean' and 'overgrown' buildings can be used to represent areas that the Scourge have either maintained or left to rot.

5) Battles in Atlantia - This city is often snow covered; building a table to represent this battlefront would be an engaging hobby project. Scenic snow designed for model railway layouts is inexpensive and looks great!

6) Battles in Star-Casablanca - The best way to visualise this city is as a futuristic version of Mogadishu. Experiment with large numbers of small structures with low, flat rooftops. Fine sand can be used to add to the desert flavour of this city.

7) Battles around New Athens - Although the city itself is yet to be attacked at this point in the narrative, the surrounding towns and spaceports are a focus for combat. These operations suit games of DZC well, especially 'Take and Hold' style scenarios. You could introduce some house rules to represent the volatile nature of the weather this far north on Eden Prime.

8) Battles in Odin's Foundry - This location in particular calls for some creative scenery building! Many tutorials can be found online for creating realistic lava flows and other geological features. Re-purposed plastic bottles and other containers work well as bases for industrial structures.

9) The Titanium Mines - This location can be represented in a number of ways. They contain underground factories and can therefore use some of the same scenery built for Odin's Foundry. To really get the feel of this battlefront, a dark, rocky base should be used. Perhaps introduce some house rules to represent the toxic atmosphere and the risks of flying dropships into caves! Although the full assault has not yet begun here, recon missions are being conducted.

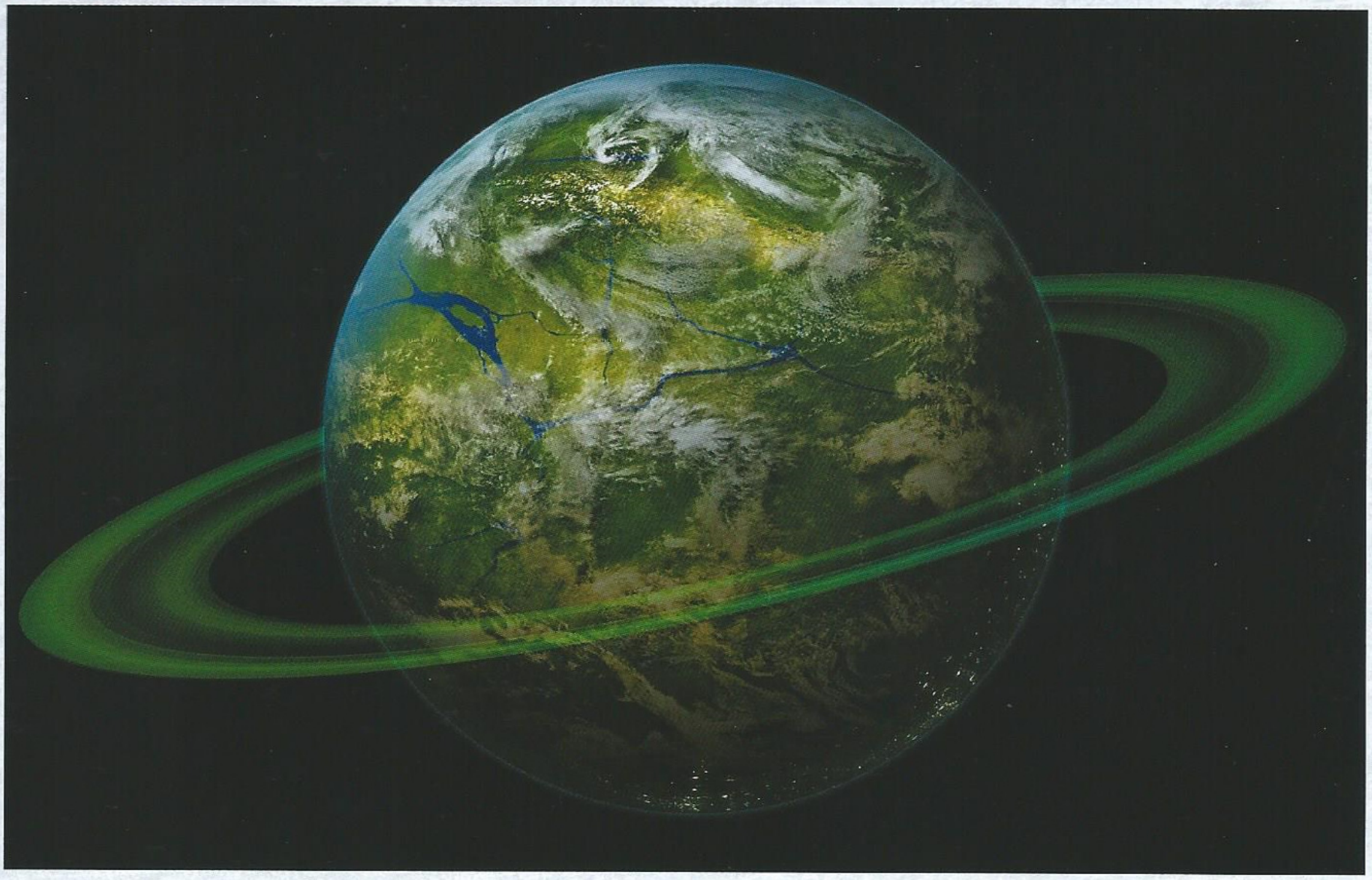
10) Use special characters! - Karl Foley and Salakahn both have rules later in this book and can be used to add further narrative flavour to missions staged on Eden Prime.

11) Take part in an official campaign - We have produced an official organised play campaign pack 'The Invasion of Eden Prime' to coincide with the release of this book. Encourage your local gaming store or club to run this campaign as it is exclusively available to them.

12) Run a themed tournament - An overarching narrative setting/theme can be applied to competitive games. The official DZC tournament pack is always available to download for free to get you started (www.hawkwargames.com/downloads).

ELYSIUM THEATRE - INVASION PHASE 1

ELYSIUM PRIME



AHQ SITUATION REPORT: ELYSIUM SYSTEM, FEB 10TH, 2671AD, D+73

+++ Classified level 2 - Senate and Ranking UCMA/F Officers Eyes Only +++

OVERVIEW

Elysium Prime was once the bread basket of over half the human race and features the most fertile soil and largest viable area of agricultural land anywhere yet discovered in the galaxy. Such characteristics make Elysium Prime essential if our race is to eventually repopulate back to pre-war levels. Our own colony of Maganum, productive though it is, is merely a pale shadow of this verdant agri-paradise.

The millions upon millions of Scourge hosts infecting the Cradle Worlds need carbohydrate just as we do, and Elysium Prime seems to fulfil the same role for them as it did for us. Cutting a large proportion of the enemy's food supply while vastly increasing our own is a primary objective of Phase 1.

SURFACE OPERATIONS - ELYSIUM PRIME

Like all Cradle Worlds, Elysium Prime features several heavily urbanised zones and it is in these areas that the enemy is concentrated and our operations have focused. It is now 73 days since D-Day on Elysium Prime and our campaign on the surface is progressing acceptably but slowly.

Fighting has so far been centred on the capital city of Triticum. An initial combat drop of five million combat troops plus support personnel have been topside since the invasion, although reinforcements have regrettably been siphoned off to other theatres. AHQ has insisted that this force will be sufficient to sweep the planet of all Scourge life and plans have been adjusted accordingly based on this assumption.

SURFACE OPERATIONS - SECONDARY PLANETS

Elysium III and IV (inhospitable rocks) both featured precious gem mines before the war. These were high value assets in peacetime and supplied the majority of humanity's jewellery trade with rubies, sapphires and emeralds. The Scourge seem not to have valued this resource highly since they flattened the mines by orbital bombardment during their invasion.

These planets are now under our control but it will take many years to rebuild the industry here - such decorative foibles are extremely low on our priority list in any case. Our own colony of Platina was always the richer supplier of diamond, a gemstone of much greater use in the war industry.

ORBITAL OPERATIONS

Enemy fleet assets in the Elysium system have been entirely neutralised and not a single Scourge ship is reported present at this time; however, our Elysium battlefleet has been subjected to almost constant hit and run attacks by Shaltari vessels from D+5 onwards. These attacks have yet to inflict major damage but are a constant disruption to void movements. Bringing the Shaltari fleet to battle is proving almost impossible thus far. Elysium battlefleet command has requested more fast vessels from the Admiralty to deal with this threat, although few are forthcoming, given the events in the Olympus system. For now, this piratical enemy activity will act to further slow our progress in this crucial system.

ACTIVE SURFACE BATTLEFRONTS

CITY OF TRITICUM

CITY OF TRITICUM - ELYSIUM PRIME

The capital city is currently completely surrounded by our forces and the push towards the centre has begun. By far the largest city on the planet, this has been the focus of the fighting since the outset of the campaign.

Unlike on Eden Prime, the Scourge have repeatedly sent rapid relief forces from elsewhere on the planet to try and break our encirclement. These efforts have so far met with failure, although strikes against the western district salient are currently stretching our troops to the limit. An enemy breakout here would be disastrous as we currently have an estimated 45% of the entire planet's Scourge forces pinned inside the city limits. Urgent requests for more air support against these roving relief forces are frequently denied due to the Shaltari disruption of our fleet.

Resistance forces in and around Triticum are largely sympathetic to our efforts and can normally be expected to lend their support and expertise to the cause. The population is uncharacteristically well nourished here but are few in number. The relative lack of underground spaces in the city resulted in almost total losses during the invasion and the current free population are descended from a tiny handful of survivors.

CITY OF GRANUM

CITY OF GRANUM - ELYSIUM PRIME

As Elysium Prime's second city and main food processing centre, the capture of Granum is our second Phase 1 objective. So far, efforts to begin the offensive in full have been stalled by delays elsewhere in the theatre. Currently, expeditionary dropship assaults are being sent in daily to test the defences, achieve preparatory objectives and liaise with friendly Resistance fighters. Regrettably, several local warlords have declared their open hostility to any force entering their subterranean realms, we understand these areas have been fought over brutally for the last century or so. Our forces have been ordered to give no quarter should they be fired upon.

SETTING GAMES IN THE ELYSIUM SYSTEM (PHASE 1) - DESIGNER'S NOTES

The operation in the Elysium System is at an earlier stage than that of the Eden System, although there are still plenty of areas in which to set games, all of which are in strategic flux. Here are a few ideas:

1) Battles in the fields - DZC is designed for urban combat and is not generally suited to open battlefields, but, adding some food processing, storage facilities of farmstead complexes can quickly make an agri-battlefield suitable. A variety of missions are possible here – your forces could be attempting to capture these facilities or destroy them to deny recourses to the enemy.

2) Games in Triticum - This is Elysium Prime's main city and should be the focus of most campaigns set here at this point in the narrative. 'Standard' urban-type scenarios will work well, perhaps with a focus towards dislodging a well dug-in enemy.

3) Games in Granum - As the planet's main food processing centre, games centred on this industry would be highly suitable. You could use some of the same scenery as for games set in the fields, saving some time.

4) Food raids - The Resistance in particular will have many reasons to assault food related facilities, as even on this abundant planet many are close to starvation. Special scenarios using truck convoys would represent this effectively.

SHANGRI-LA THEATRE - INVASION PHASE 1

ELYSIUM PRIME

AHQ SITUATION REPORT: SHANGRI-LA SYSTEM, FEB 10TH, 2671AD, D+5

+++ Classified level 2 - Senate and Ranking UCMA/F Officers Eyes Only +++

OVERVIEW

The planet Shangri-La was named for its breathtaking beauty. Its natural state was described as Heaven in reality, possibly the most visually stunning of all the Cradle Worlds with its lush flower groves as tall as redwoods, mile long sapphire cascades and fauna seemingly designed to be harmless and yet striking.

Shangri-La had been the focus of the pre-war tourist industry for affluent citizens of all the Cradle Worlds and Earth itself. It was also the main source of decorative flora exports (at fabulous expense) to the parties and mansions of the super-rich. As such, Shangri-La has many over-sized spaceports which once catered for over two billion tourists a year.

The Scourge have since had little use for the pleasure complexes and hotel palaces which have been left to rot and become stunningly overgrown. The spaceport cities however have been of considerable utility to the enemy. Shangri-La was never exploited for minerals as the other Cradle Worlds were and sadly, the Scourge have done so with gusto. Many once breathtaking vistas are now marred by vast mine workings, cutting deeply into the crust to access the planets staggering mineral wealth.

The Shangri-La system has only two other inhabited planets, Helen and Persephone. Both are similarly striking and feature flora and fauna from the same evolutionary source as Shangri-La itself. These two planets are quite small, and feature a gravity state of G0.6 and oxygen-rich atmospheres. This has led to gigantified variants of Shangrilanian biology. Half-mile high trees, insects the size of cars and blooms larger than a Condor dropship are commonplace. Unlike Shangri-La though, these planets also feature an incredible variety of poisonous, carnivorous or otherwise deadly predators. With less lethal planets at its disposal, mankind never attempted to settle on these worlds.

SURFACE OPERATIONS - SHANGRI-LA

Capture of the spaceport cities has so far been our primary objective. The first troops made planetfall just five days ago and the situation is still very much in flux. Scourge forces are defending every inch of ground tenaciously and the anti-air defences around the spaceports have been the most extensive and fearsome we have yet encountered. Since this operation was launched 245 days after our first waves landed on Eden, the enemy has had plenty of time to prepare for the coming assault. Strike force losses were appallingly high compared to previous campaigns, although our superior numbers eventually told and a permanent beachhead has been established. It is hoped that our troops will soon be able to break out from the cities and begin their assaults on the mine complexes.life and plans have been adjusted accordingly based on this assumption.

SHANGRI-LA THEATRE - INVASION PHASE 1

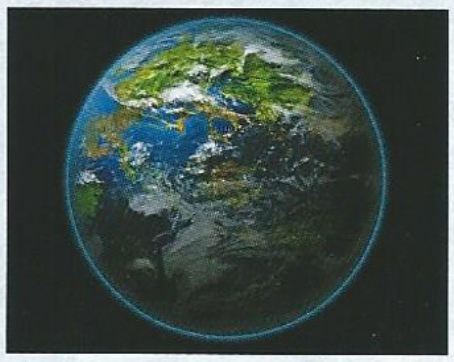
SURFACE OPERATIONS - SECONDARY PLANETS

The Scourge seem to have expended considerable resourses in setting up permanent bases on both Helen and Persephone. Several unusual structures have been observed and it has been postulated that the Scourge are looking for and breeding new and nightmarish hosts here. The Scourge have always done so with any horrific creatures they encounter, such as the infamous Razorworms and Destroyers, and it seems that these planets are rich sources of new terrors.

Orbital bombardment would be the obvious solution, although anti-orbital batteries are highly numerous here. It has been deemed that destroying these facilities would not be worth the fleet assets lost in the attempt. As such, the UCMA has suggested small, commando-style raids to quietly bypass the defences, reconnoitre and if possible destroy these facilities from the inside. The first such raids have just been give the green-light and army intelligence waits nervously to discover what new horrors may be lurking in store for our troops in this sector.

HELEN

PERSEPHONE



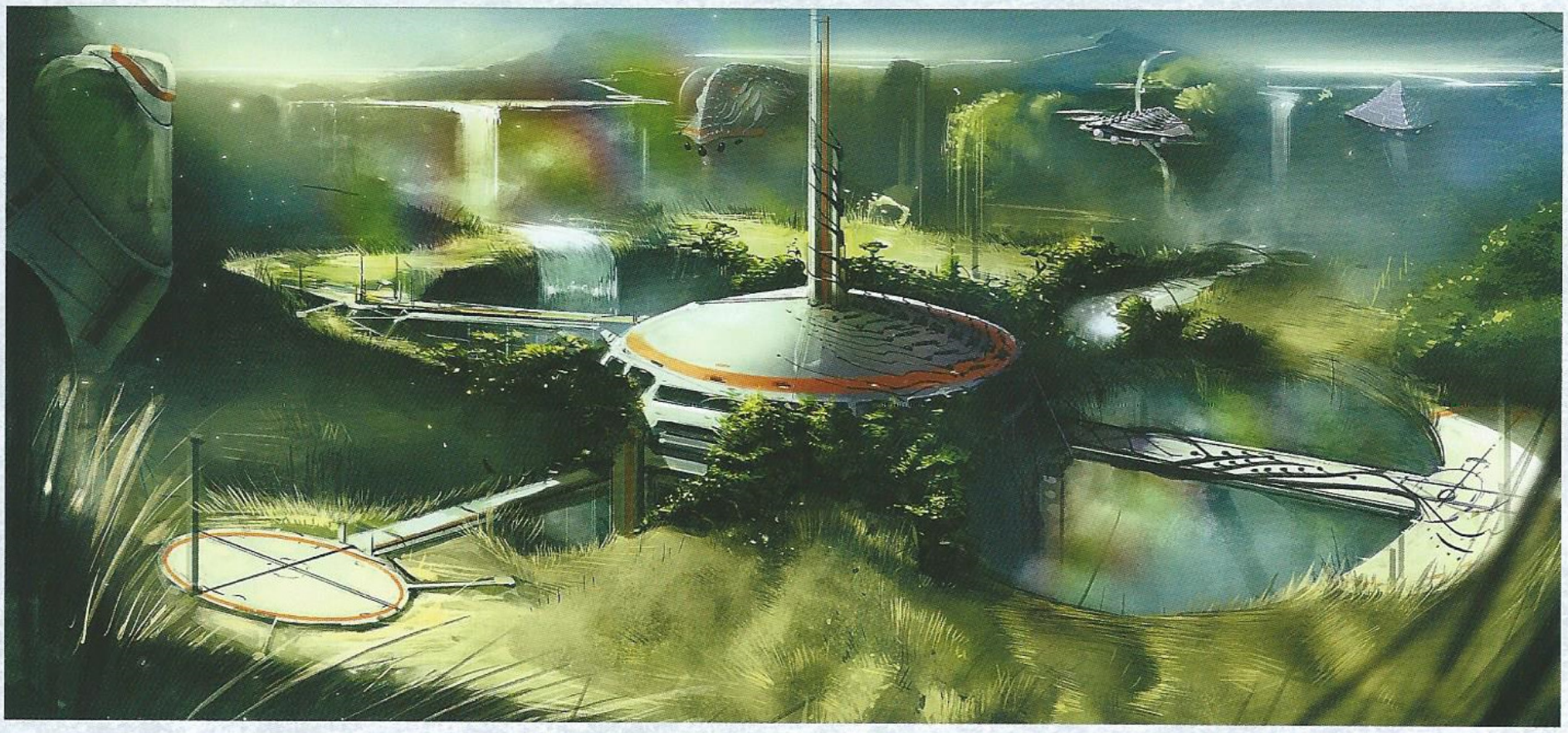
ORBITAL OPERATIONS

Void combat with local Scourge battlefleets is still ongoing. The area surrounding our dropsites has been cleared of all enemy void presence, although ships from elsewhere in the system are joining the fight daily. A large number of enemy atmosphere-capable ships were destroyed whilst on the ground in the first hours of the invasion, thanks to sustained recon by the local Resistance networks and careful choice of the exact time of attack.

The outer markers around Helen and Persephone are still considered enemy territory and fleet actions are yet to be initiated against this presence. This is considered priority two while combat deployments on Shangri-La are ongoing.

ACTIVE SURFACE BATTLEFRONTS

NORTHERN GROVES REACHES SPACEPORT ALPHA



SPACEPORT COMPLEXES - SHANGRI-LA

Shangri-La is unusual as it does not have a single city which matches those on the other Cradle Worlds for size. Instead, it features hundreds of spaceport and hotel complexes designed to service the tourist trade, dotted throughout the planet in secluded areas. Our knowledge of local Resistance groups is currently restricted as there are far too many disprate, isolated societies to get a clear picture at this stage.

Capture of ground is a difficult, piecemeal affair as this battlefront does not support the large operations we have prepared for. Instead, hundreds of smaller attacks must be initiated, sometimes supported by a single strike carrier. Battle here is a planner's nightmare and quick thinking and adaptability will be essential to victory. Sightings of PHR and Shaltari forces already on the ground have only served to complicate matters further. It is still only five days into the invasion and we are yet to see how combat in this theatre will develop.

BREEDING HIVE, QUADRANT 2304, PERSEPHONE

EXPERIMENTAL BREEDING HIVES - HELEN AND PERSEPHONE

The daring clandestine raids on the Scourge facilities on the planets Helen and Persephone have just been launched. Priorities here are firstly recon and secondly demolition, should the opportunity arise. The first raids have successfully sneaked past the enemy screen and are making planetfall as we speak. Await further reports.

SETTING GAMES IN THE SHANGRI-LA SYSTEM (PHASE 1) - DESIGNER'S NOTES

The operation in the Shangri-La System is currently at a very early stage of invasion, with large scale troop drops still taking place. This makes it a great place to set a campaign where the results of each game have a big effect on the next game, since the progress of the operation is not yet defined. Some ideas for setting games here are as follows:

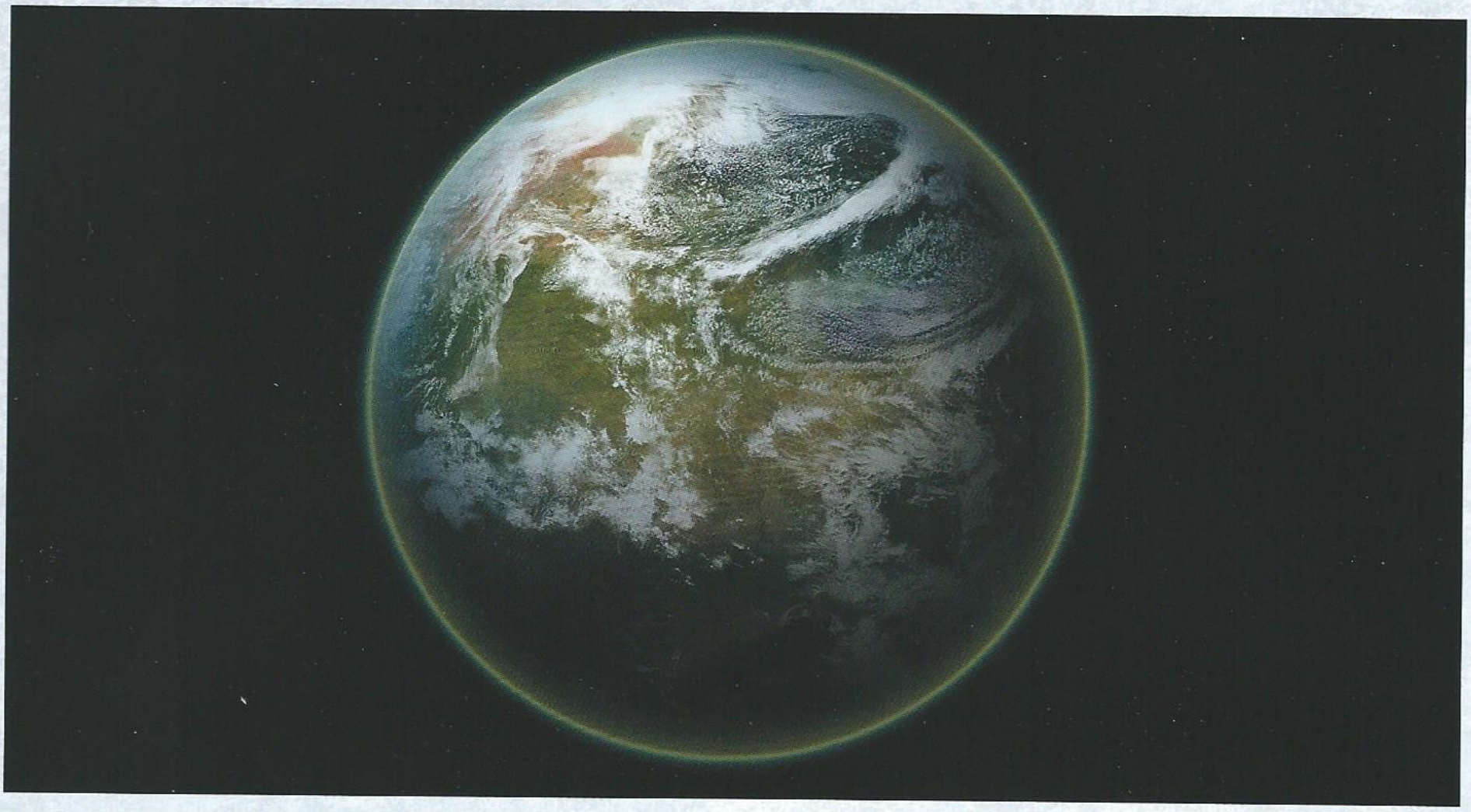
1) Vibrant Scenery - Shangri-La is a botanically diverse and attractive locale in which to set games. Although it does have cities (which will look mostly like those elsewhere), overgrown areas should look extra-verdant with an abundancy of colourful blooms and outlandish plants. Try adding a splash of colour to foliage with targeted brush painting and adding extra foliage - a wide range is usually available from hobby shops.

2) Spaceport hopping - The battle for Shangri-La will revolve around its large number of small spaceports. These are perfect settings for DZC sized games where a complete attack can be represented. Since there are large numbers of these, virtually the same scenery could be used/ revised for each game, saving hobby time for painting miniatures!

3) Games on Helen and Persephone - The small recon/demolition raids sent to these dangerous worlds make for excellent themed DZC games. Try using fake flowers to represent the mega-flora here. Also consider introducing house rules for the low gravity or for deadly super-predators capable of biting a tank in half!

OLYMPUS THEATRE - PREPARATORY PHASE

OLYMPUS PRIME



ADMIRALTY SITUATION REPORT:
OLYMPUS SYSTEM,
FEB 10TH, 2671AD,
D-UNSPECIFIED

+++ Classified level 3 - Senate and Admiralty
L3+ Staff Eyes Only +++

OVERVIEW

Olympus Prime was arguably the least visually attractive Cradle World, although it was unquestionably the richest in natural recourses. Mountains of ore, open seams of precious metals, underground seas of hydrocarbons and buried Uranium deposits were all present in abundance. This led to Olympus Prime's rapid industrialisation, eventually eclipsing Earth as humanity's premier factory planet.

Everything from pre-fabricated structures to tanks were built on Olympus Prime during its heyday and it was also the largest exporter of raw materials in all of mankind's domains. First and foremost though, Olympus Prime was humanity's number one manufacturer of starships and became surrounded by spacedocks and orbital platforms of colossal scale rivalled only by those of Earth. There is no doubt that had the Scourge invasion not occurred, it would have overtaken Earth's orbital tonnage within another forty years.

Olympus Prime's home fleet was caught completely by surprise when the Scourge invaded with most ships destroyed in dock. Such easy targets allowed for precision fire and the docks themselves were deliberately spared. The Scourge then converted the enormous structures for their own use. Before the UCM opened its campaign in the Olympus sector, these orbitals were home to the largest Scourge fleet known outside of Earth's solar system.

ORBITAL OPERATIONS

The battle for the void around Olympus Prime has been the largest and most costly orbital battle in the UCM's history. The majority of our fleet's offensive capability was unleashed here over nine days ago and battle still rages. Enemy reinforcements continue to arrive in waves and without warning, selling their lives by the thousand to dent our progress. This engagement was projected to last a little over 48 hours but it is still ongoing. It has so far cost the fleet over 120 capital ships including 32 battleships and 3 dreadnaughts, with heavy losses projected to continue for the next five days at least.

The battlespace within Olympus Prime's outer marker has been declared closed to non-combat vessels, which includes the UCMA's bulk landers by which the majority of their ground assets make planetfall. Although strike carriers and their motherships are capable of surviving their numbers are too few to mount a full scale invasion. They are designed for fast tactical missions and first wave assaults and we simply do not have the numbers required to land the seven million men projected to be required for the invasion. As such, this has been postponed until we are victorious in the void.

SURFACE OPERATIONS - OLYMPUS PRIME

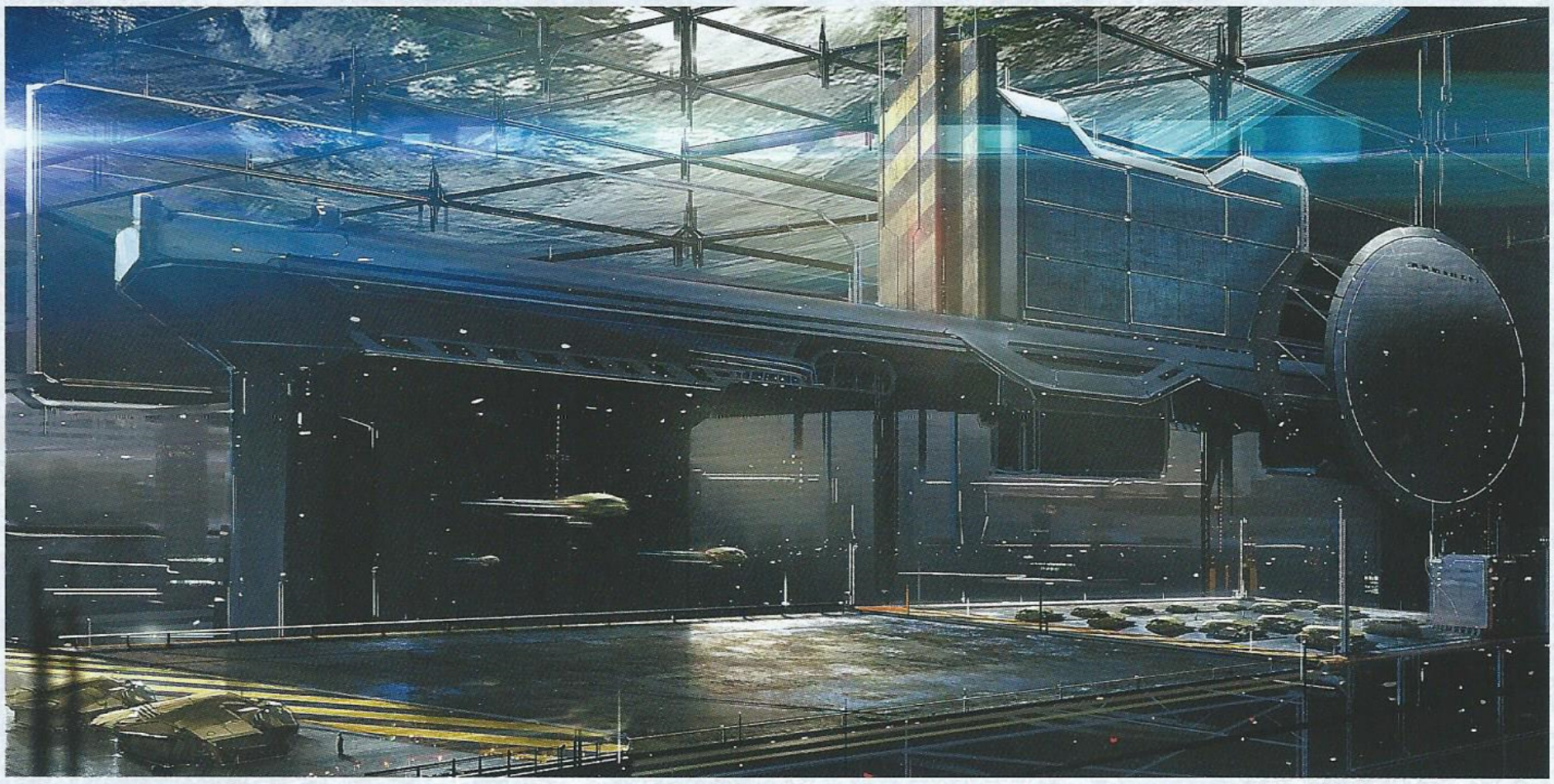
Due to the vast enemy orbital presence, it has been virtually impossible to get many observers and scouts behind enemy lines and onto the planet itself. As such, we know virtually nothing about Resistance forces on the surface (if indeed there are any). What we do know is that a large PHR force appears to already be battling the Scourge around Asphodel, the planet's capital. How they were able to get past the orbital screen we do not yet know, nor do we know exactly when this battle began. Our forces should prepare to face PHR as well as Scourge adversaries when they eventually make planetfall.

SURFACE OPERATIONS - SECONDARY PLANETS

The Olympus system contains three other planets with viable objectives on the surface, Olympus II, V and IX. These have all now been reclassified as Phase-2 objectives due to the difficulties we are facing in initiating D-Day on Olympus Prime.

ACTIVE SURFACE BATTLEFRONTS

ORBITAL INSTALLATION 409, ATMO-DOCK 4, OLYMPUS PRIME



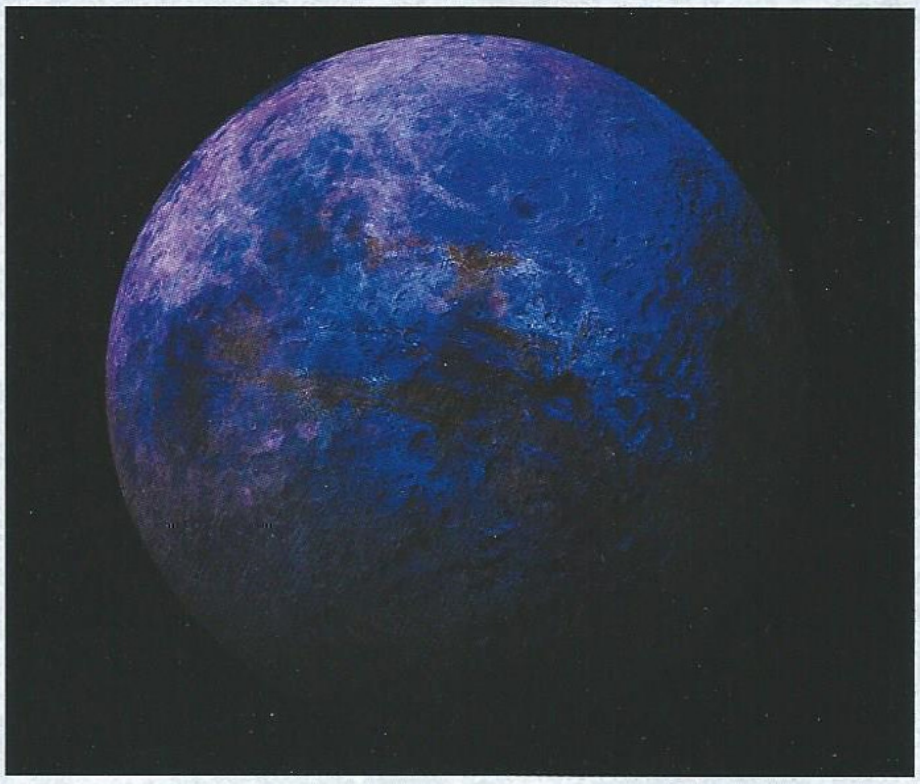
EAA FLEET YARDS - OLYMPUS PRIME ORBITALS

AHQ has requested the use of our strike carrier fleet to land ground forces inside the orbital platforms themselves. These enormous structures feature enclosed, cavernous interiors with atmosphere designed for starships and are highly suitable for infantry and armour insertion by dropship. Such a daring plan has resulted from our inability to deal with the weapons grid elements on these platforms while we combat the Scourge fleet. With the ground invasion postponed these assets are available for use and the High Council has authorised this radical change of plan. The attack is scheduled for two days time, once we have repositioned the assets.

ORBITAL DEFENCE GRID - STYX MOON

The planned attack on the orbitals also encompasses a landing on Styx (Olymus Prime's only moon) to attack the weapons grid control station there. Orbital bombardment is not an option as the facility is buried under over half a mile of lunar rock and must be accessed by air via the great canyon that runs half the length of the moon. Only fully enclosed vehicles are cleared for action on this front, as Styx has no atmosphere. The attack is planned to coincide with the strike on the orbitals.

STYX



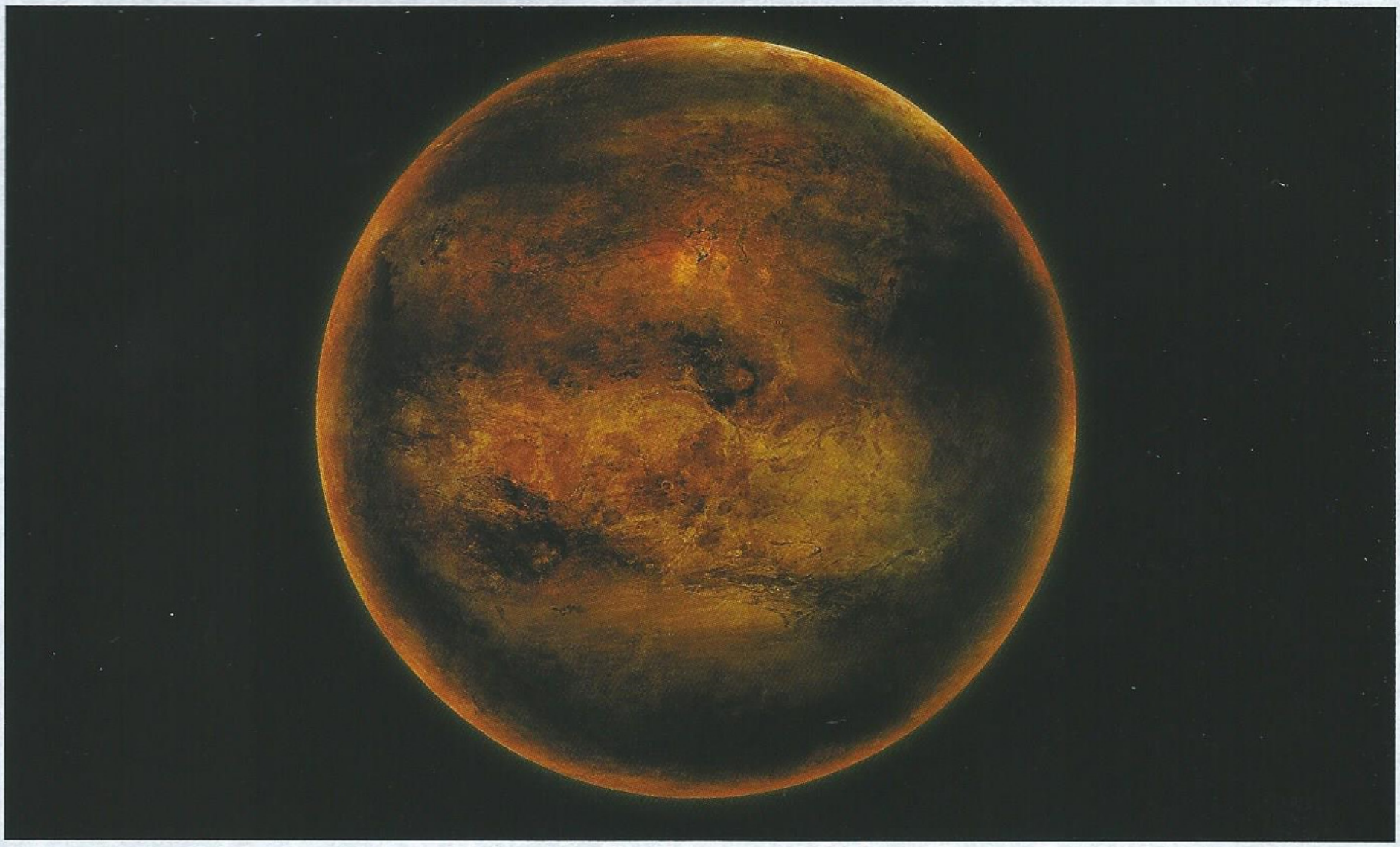
SETTING GAMES IN THE OLYMPUS SYSTEM (PHASE 1) - DESIGNER'S NOTES

Ground combat in the Olympus theatre is unusual in that it's mostly taking place in orbit! This creates the opportunity to run some very outlandish and highly characterfull games. Here are some ideas:

1) Battles aboard orbital stations - The shipyards of Olympus Prime are vast. Many are large enough to have enclosed city-like regions. Games could be set here representing the forthcoming daring raids onto the stations by dropship insertion. You can use all the normal rules for urban combat in DZC, since these areas have artificial gravity and atmospheres. It could look fantastic with some inventive scenery making with an overt high sci-fi feel. Possibly introduce a house rule which requires all ground units to take aerial transports – you can't drive onto a space station! All sorts of other space related house rules could be used though- imagine the effects of capturing and deactivating the artificial gravity generators!

2) Attack on Styx Moon - Since this rock has no atmosphere, some special rules will be required. A simple rule stating that infantry must deploy directly into structures, cannot fire from the windows and are instantly killed if out in the open would be a good start. Also, damage to structures would likely be far more dangerous for the inhabitants! Consider using larger, tougher structures to counteract this.

AARU



UCMA EXPEDITIONARY FORCE
REPORT: AARU,
FEB 10TH, 2671AD

+++ Classified level 4 – Senate, Admiralty and AHQ Officers Eyes Only +++

OVERVIEW

Aaru is unique among the Cradle Worlds for three reasons. Firstly, the Aaru system barely deserves the title, as it consists of just a single sun and a single planet, Aaru itself. Secondly, its outward appearance is that of a barren, planet wide desert, however, beneath the surface is a maze of lakes and caverns so vast as to have their own weather patterns and a biosphere equal in splendour to the other Cradle Worlds (unlike our own colony of Titania, against which comparisons have been made). Thirdly, Aaru is the only Cradle World for which mankind had to fight before the Scourge Invasion.

As with the other Cradle Worlds, Aaru was presented to humanity by the Shaltari tribe known to us at the time as 'The Friends' (now designated 'Apache'). When our alliance broke down, The Friends left us to Aaru quietly and peacefully. However, it seems that another tribe (now designated 'Mongols') had taken offense to our introduction there in the first place.

What followed was almost three years of bloody warfare against a far more advanced foe. The technological gap was even greater than that it was at the time of the Scourge invasion, and modern historians estimate that the aliens achieved a 60:1 kill ratio throughout the conflict. It was as a result of the slaughter that Aaru gained the moniker 'The Land of Sand and Blood'. Eventually, our vast numerical superiority began to show and the Mongols were forced to depart in bitter hatred. Mongol forces have invariably done their best to massacre any human forces they have encountered ever since.

Today, Aaru is firmly under the control of the Scourge, with the vast majority of their forces concentrated beneath the surface due to the oppressive temperatures topside. Aaru's purpose to the enemy is currently unclear although recon missions are ongoing to ascertain this unusual planet's strategic significance before another costly campaign is launched.

ORBITAL OPERATIONS

Our void presence in the Aaru system has been kept as low-key as possible. Lysander class lighters have made up the bulk of our fleet assets present in the system due to their stealth capabilities. These ships have been launching small recon missions to try and obtain a better picture of the situation beneath the surface and to make contact with local Resistance groups.

CITY OF NEO-BABYLON

SURFACE OPERATIONS - AARU

Contact has been established with several unconnected Resistance groups on Aaru. Due to the planet's extensive natural subterranean regions a higher percentage of humans seem to have survived here than on any other Cradle World. As was observed on Eden Prime, the Scourge appear to be unwilling to stray too far underground from their larger constructs or troop concentrations (although the main caverns must be treated as the planet's surface due to their sheer scale).

No specific strategic significance for Aaru has been detected as of yet. Although the planet features many industrial regions it is unsuitable for shipbuilding and very few 'Seed Ships' have been seen departing the surface. As it stands, the main objective for our forces should be the liberation of Aaru's substantial Resistance population, but unfortunately for them this ranks the theatre's military priority as low. For now, our forces have been assisting in an increasingly successful guerrilla warfare campaign against the Scourge. Our current priority is to tie-up enemy forces here sufficiently to prevent them being redeployed to other active theatres.

Although the conflict against the Shaltari here was something of a footnote in history (not even qualifying as a full scale war at the time), its memory remains. As such, it is not entirely surprising that a Shaltari force of considerable size is operating on Aaru. Their activities appear to be focused against the Scourge, although several engagements against human forces have already taken place. Their objectives remain unknown but we suspect that this world has significance to the Shaltari race beyond any other planet we have yet encountered.

SETTING GAMES ON AARU (PHASE 1) - DESIGNER'S NOTES

Full combat operations have not yet commenced in this theatre. Yet, it is an excellent location for some smaller games and for missions involving Shaltari, Scourge or Resistance armies who have all been fighting here for years. Here are some ideas:

1) Surface vs Subterranean - Aaru is a world of stark contrasts. The surface is a mostly barren desert featuring a few isolated sandy settlements, whereas the caverns beneath are full of verdant plant life and crystal clear lakes. This allows any campaign set on Aaru to feature highly varied scenery. It would even be possible to combine both in an inventive double-decker gaming table, opening up the possibility for unique scenarios in the process.

2) Pre-invasion ops - There is plenty of conflict on Aaru even before the UCM assault begins. Games involving the Scourge, Resistance and Shaltari would be most suitable although the PHR is bound to be lurking somewhere with mysterious aims to achieve! UCM expeditionary forces can feature as well as they try to link up with the Resistance.

ASGARD THEATRE – RECON REPORTS

ASGUARD PRIME

UCMA EXPEDITIONARY FORCE INTERIM REPORT: ASGARD SYSTEM, JAN 29TH, 2671AD
(LAST KNOWN CONTACT)

+++ Classified level 4 – Senate, Admiralty and AHQ Officers Eyes Only +++

OVERVIEW

Asgard Prime is most famous for once hosting the largest tank and armour factories in all the domains of mankind. Many of our pre-war military ground assets were constructed here due to the planet's vast metal deposits including the most extensive sources of titanium and tungsten known to man. Only a small percentage of this natural stockpile was exhausted during the peaceful pre-war years.

Supply of these key metals on the colonies is beginning to show the strain of full scale war production and capture of Asgard Prime is considered a priority two objective for the Reconquest, since our current stocks are projected to last for a few more years at least.

We are currently conducting a large scale recon operation on Asgard Prime with a focus on coordinating local Resistance groups for our main offensive, projected to take place sometime next year, success in the Eden and Elysium theatres permitting.

ORBITAL OPERATIONS

Our void presence in the Asgard system is minimal. We have a small capital ship taskforce in theatre temporarily, to shield a strike carrier based drop of a full expeditionary force (roughly 8000 men + armour assets) tasked with aiding the Resistance in their unusually successful insurgency campaign. This combat drop is currently underway, after which the taskforce will disengage and jump back to Niccolum before the much larger Scourge picket fleet can react. This small commitment of assets should contribute disproportionately to the general war effort while simultaneously presenting a minimal drain on recourses.

SURFACE OPERATIONS – ASGARD PRIME

The Resistance on Asgard are uncharacteristically well equipped with armoured units, some of which seem to be relatively new. We can assume therefore that some factories on Asgard are actually in human hands and still in production - an amazing feat while under occupation. The Resistance here also seems to be more coordinated and consistent than on other Cradle Worlds.

Our expeditionary force is equipped and trained to operate behind enemy lines for many months and has been assured assistance and the use of secure bases by Resistance Commanders. They are aware that they will be operating without orbital support or chance of extraction. Their combat doctrine will be to spread out into small cells within Resistance groups, providing a global command and control role across the various groups using the latest in communications technology. We also feel it prudent to report rumours among Resistance civilians of the activities of 'otherworldly types' or 'shiny characters' operating in small numbers around Resistance enclaves. Current speculation is that these may be PHR agents, although we are yet to have made a confirmed sighting for ourselves.

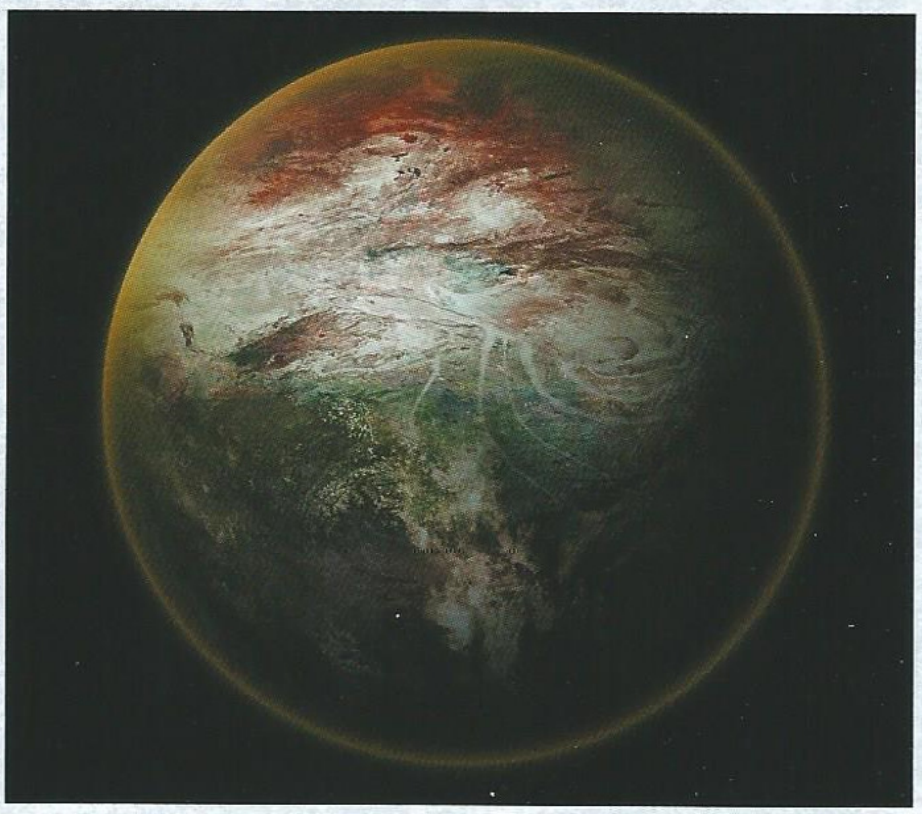
'FEY ONE' - IMAGE ACQUIRED FROM ANONYMOUS SOURCE - VERACITY UNCONFIRMED

SURFACE OPERATIONS - VALHALLA AND SESSRUMNIR

The two moons of Asgard Prime were also inhabited before the war, although the purpose of the installations observed on both moons remains a mystery. So much was lost during the exodus from the Scourge, including many of Asguard's classified documents. Current thoughts are that these bases were military in nature, most likely weapons research facilities. Scourge presence here is unusually high although we have been able to insert several recon teams. We are currently awaiting their reports.

VALHALLA

SESSRUMNIR



ARMY INTELLIGENCE REPORT: FEB 10TH, 2671AD

+++ Classified level 5 - High Council and Senior AHQ/Admiralty Staff Eyes Only +++

This routine interim report is the last we have heard from any asset in the Asguard system - 24 hours after this transmission was conveyed, the lone and battered Lysander class lighter Leprechaun jumped back into our territory and within minutes transmissions from Asgaurd's three functioning nodes all ceased, making a return trip impossible for the time being.

The crew of the Leprechaun were confused and traumatised by recent events, which has been difficult to get a coherent picture from the 87 souls that survived aboard the ship. It had taken considerable enemy fire from non-Scourge weapons, likely of PHR origin. No other UCMF ships made it back to home ports and we must be forced to conclude that our small naval taskforce was annihilated in short order.

The general picture on the surface seems to have been one of coordinated, premeditated betrayal on the part of Asguard's Resistance. It appears that once our expeditionary force assets were in place they were attacked by our erstwhile allies and quickly taken to pieces. Many battlegroups were apparently able to escape the ambush net and may still be at large on the surface, although we have no way to tell as it seems the Resistance deliberately deactivated their nodes shortly after.

What purpose the PHR or Resistance have in these actions are unclear although such a coordinated attack certainly implies a planet-wide alliance between them - a disturbing possibility indeed.

For now, there is virtually nothing we can do about the situation on Asguard but speculate on the fortunes of the expeditionary force, behind enemy lines and surrounded by enemies on all sides. We can only hope that they are able to capture and reactivate a node in order to bring in reinforcements.

SETTING GAMES IN THE ASGUARD SYSTEM (PHASE 1) - DESIGNER'S NOTES

Asguard is unusual in that it is fully cut off from the UCM at this point in the narrative. This makes the theatre particularly suited to inventive 'behind enemy lines' / 'survival' type missions and smaller games. Here are some ideas:

1) PHR activities - The PHR would have needed considerable planning and skill to coordinate the Resistance and turn them against the UCM. It is certain that they would have faced some opposition! This could make an interesting setting for some unusual scenarios.

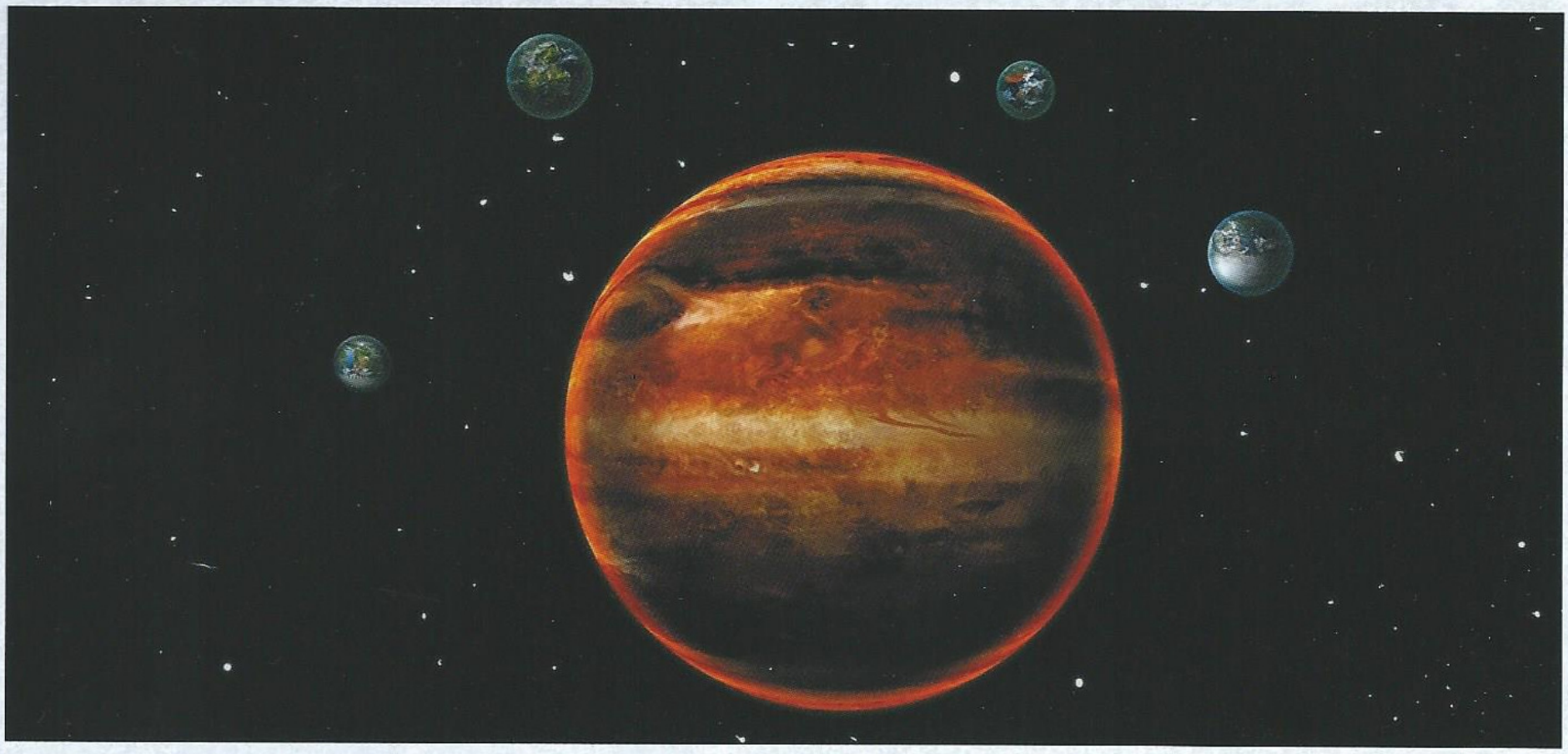
2) Arrival to betrayal to escape - A series of games could follow the fortunes of the UCM expeditionary force as it encounters the Resistance, deploys and is mercilessly betrayed. This theatre offers the best setting for UCM vs Resistance games (although there will be groups on virtually every planet opposed to them!). The PHR will also likely be involved in the hunt for any UCM survivors.

3) Re-activate the node - The surviving UCM forces of Asguard Prime will largely be focused on finding and re-activating a foldspace node to bring in reinforcements, without which they are doomed! A series of games could follow the search and finally the attempt to capture one of these crucial devices.

4) Recon on Valhalla and Sessrumnir - At the point of the ambush there were several teams present of Asguard Prime's moons. With the fleet presumed lost, these groups will now be stranded and possibly in even more peril than their counterparts on the Cradle World. These games could also focus on the secret weapons research facilities here.

TLALOCAN THEATRE – RECON REPORTS

ASGUARD PRIME



NAVAL INTELLIGENCE THEORIES DEPT., OFFICE OF THE DIRECTOR: NICCOLUM, FEB 10TH, 2671AD

+++ Classified level 7 - UCMF Supreme Admiral, UCMA Supreme Marshal, Office of the President and Naval Theory authorised personnel Eyes Only +++

Madam President,

Further to your request for information on the Tlalocan incident, I feel duty bound to write a personal response. The situation here is extremely delicate and several highly experimental programs must be mentioned.

It is my belief that an enemy spy has infiltrated the highest levels of government on Aurum. I surmise that a member of the High Council itself is reporting directly to the spymasters of the Post Human Republic for motives unknown. As such, this document is classified Level 7 strictly for distribution to a select few individuals beyond reproach.

The PHR has begun a worrying number of military operations in almost every theatre of combat we are currently fighting in. They appear to have launched their own initiatives several days prior to the commencement of each of our campaigns, although this in itself is not common knowledge. The exact time and strike location of each mission, as you know, is classified to Level-6 clearance until D-1. To know the date and times of our invasions a spy would need to be present on the High Council as it is the only body cleared to view all Level-6 documents and make such decisions.

This issue will obviously require further scrutiny as a matter of extreme urgency. In the meantime, it explains my imposing of Level-7 to this document as the means to our involvement so far in the Tlalocan theatre derive directly from classified technology the PHR must not become aware of.

In brief, our Station Black facility above Niccolum has recently developed a miniaturised foldspace node (codename: Package Alpha). Previous technology required a team of six men to lift and a house-sized power supply. The new equipment can fit into a Praetorian soldier's standard heavy duty backpack. It is currently limited to five seconds transmit before its fuel core burns out, but this is enough if our forces are waiting for it.

This experimental technology was deployed for the first time in a top secret mission to infiltrate a PHR vessel and attempt to discover the location of their homeworld(s). An operative managed to evade discovery after a small boarding action over Eden II for long enough to be aboard when the cruiser Mind of Asimov translated to foldspace. We understand that she was detected and killed within minutes of translation, but this was enough time for the node to be activated and for our strike team to follow.

The team was one of our new Marine Force Recon black-ops units (MF-B). They had been at full combat readiness for months, waiting for such an opportunity. The window was so short that they only knew the operation had begun after their Lysander class stealth lighter Blue Shade had jumped to the new location of the enemy.

Unfortunately, the primary objective of the mission was not achieved, as the Mind of Asimov had not jumped to a PHR homeworld or other secret location. However, we inadvertently scored an enormous stroke of luck, as this proved to be the location of the Tlalocan Moons, the last remaining un-noded Cradle World system. The team immediately noded their location with a void based regular stealth unit and began an impromptu scouting mission. Their initial observations were conveyed by their ship back to Niccolum. The summary report is show bellow:

MARINE FORCE RECON, BLACK TEAM 5: JIST
BLUE SHADE, TLALOCAN MOONS,
OCT 2ND, 2670AD

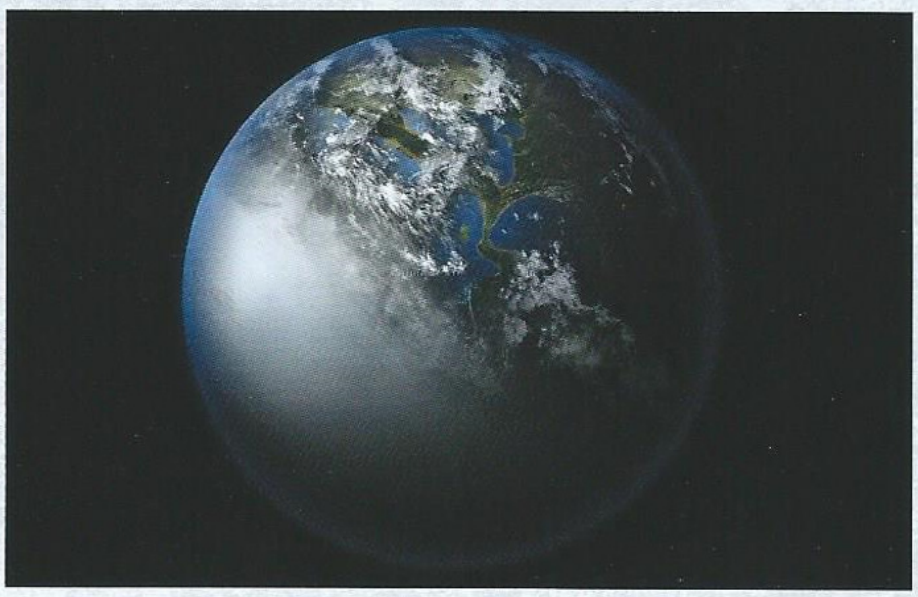
+++ Classified level 6 - High Council, Supreme Admiral, Naval Theory and MF-B authorised personnel Eyes Only +++

Jump destination of enemy cruiser Mind of Asimov is reported to be a planetary system consisting of a large gas giant orbited by four habitable moons. Database analysis shows that this is the Tlalocan Cradle World system - imagery is attached. We have been unable to raise specialist Harper's encrypted beacon aboard the Asimov and so must conclude that she was killed shortly after the jump, but was able to activate the self destruct mechanism on Package Alpa to prevent its capture.

Massive PHR fleet concentrations were observed from our jump location just outside the outer marker. At this time we estimate an enemy strength of over 200 capital ships including 17 ships of battleship designation and above. At this time they appear to be entering the final phase of full planetary assaults on at least two of the Tlalocan moons. Energy signatures suggest surface weapons fire on a massive scale. No Scourge ships were sighted, although scattered debris exists in large concentrations throughout the system.

We believe we were not observed during our first 48 hour long-range scan. Captain Johnson requests permission to return to the system to conduct detailed reconnaissance including surface ops. Supplies are currently sufficient for an estimated four months in theatre.

We await your clearance,
Communications Officer and Naval Theories liason Lt. Simkins (MF-B5)



I immediately granted clearance for a return trip at which the ship jumped away within minutes. The Blue Shade has not yet returned and we are well beyond their 120 day operational limit. The node they left behind is secretly coded and only accessible through MF-B for the time being. As far as the rest of the UCMF knows, there is no functioning node in the Tlalocan system.

At this point I intend to send two follow-up teams to ascertain the whereabouts of Team 5 and attempt to extract them from the system (with your approval of course). Team's 6 and 9 are being prepped for departure, stated to be a readiness within the next three days.

I have attempted to keep knowledge of this operation and the node of the Tlalocan system confined to my staff and members of MF-B on a need-to-know basis. The High Council is obviously aware as the team's communications were only classified to Level 6. Whether this is the reason for their disappearance on their return is unclear, although we must expect the worst.

I advise that this level of secrecy should continue for the time being. Our forces are currently stretched to the limit and cannot afford a full scale campaign against the PHR. Revealing this information would also require the unveiling of the MF-B program and Package Alpha. These are both key intelligence assets which should remain classified for now.

In the meantime, I urge you to move with the utmost caution and to only place your trust in those who have earned it beyond any doubt.
Your servant as always,

Admiral Chang,
Director, UCMF Naval Theories Dept.

SETTING GAMES IN THE TLALOCAN MOONS (PHASE 1) - DESIGNER'S NOTES

The Tlalocan Moons are a murky, clandestine setting for spec-ops games. It is particularly suited to smaller missions, inventive scenarios, house rules and a strong narrative thread. Here are some ideas:

1) The fate of MF-B Team 5 - This elite black-ops unit has not reported back to Naval Intelligence after their operational limit has been exceeded. Games focused on their exploits in the previous 120 days could encompass many scenarios. Marine Force Recon has access to most UCM military hardware, so regular armies could be used to represent the force. Some house rules (for example, banning Colonial Legionnaires and allowing Praetorians to be taken as infantry choices) would add an elite flavour to the army. A Lysander class lighter would have a very limited dropship compliment compared to Strike Carriers, but this would be more than enough for normal games of DZC.

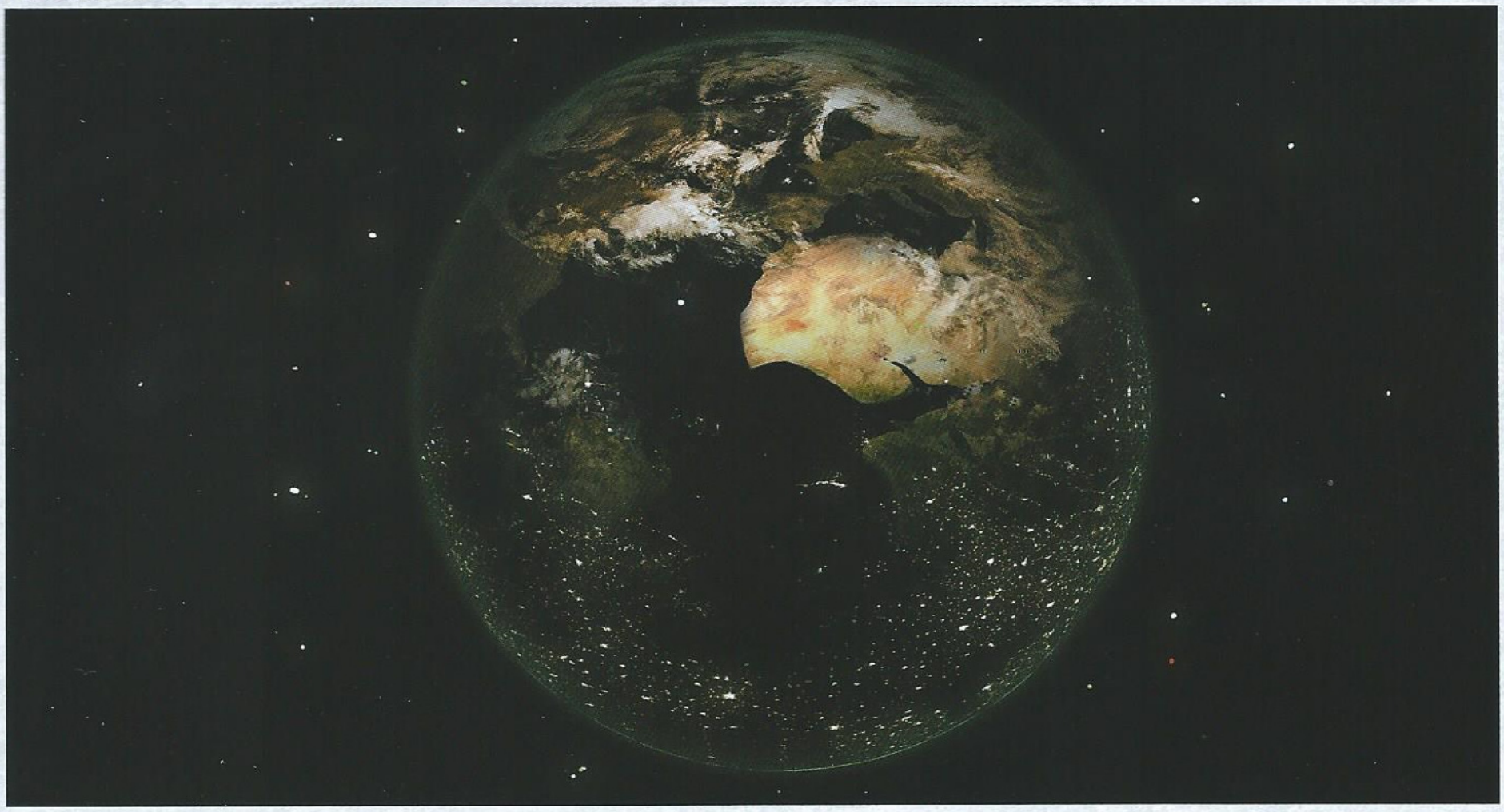
2) Unit experience - Due to the tiny size of the MF-B force, you could introduce an experience points system to represent units which survive each battle and take part in the next. Perhaps, examples of rarer units (e.g. the Ferrum Class Drone Base) are limited to just one or two onboard – if they are destroyed, they cannot be used again!

3) Moon hopping - Tlalocan has four habitable moons, the group effectively counting as one normal Cradle World. The recon team would have intended to get a look at each, allowing you to set games on several planetary bodies and to stage several orbital insertion missions.

4) Follow-up missions - The UCM is preparing to send MF-B Teams 6 and 9 to determine what happened to Team 5. This could be the basis for an entirely new campaign set after the first or could be used to allow reinforcements half way through the campaign. This would work especially well if certain units are limited across multiple games, as discussed earlier.

SOLAR THEATRE

EARTH, AD2671



HIGH COUNCIL D250 REPORT SESSION DIGEST (EXCERPT MATERIAL RELATING TO EARTH AND THE SOLAR SYSTEM): AURUM, FEB 11TH, 2671AD

+++ Classified level 5 - High Council and Senior AHQ/Admiralty Staff Eyes Only +++

After discussions on the reports received detailing our efforts on all of the Cradle World systems except Tlalocan (where the situation is unknown), the topic turned to the status of the Home Planet.

Thus far, we have conducted two operations inside the Solar System, one largely concerned with Earth itself, the other with Jupiter and Saturn. Our obvious priority at this stage has been to determine enemy strength here and to analyse the state of Resistance societies, should they exist. The first mission was launched shortly after the commencement of the Reconquest itself and was strictly a non-combat op. This mission was a success and its summary report is shown for reference below:

MARINE FORCE RECON (MF-R) REPORT SUMMARY: HOPE'S SPARK, EARTH, JULY 25TH, 2670AD

+++ Classified level 4 - Senate, Admiralty and AHQ Officers Eyes Only +++

As soon as we jumped outside Earth's outer marker, our combat board lit up with more enemy contacts than we'd thought possible. Thousands of alien vessels surrounded Earth in a forbidding cloud. We even sighted two enemy Super Dreadnaughts, enormous ships not seen since the Scourge invasion. The excellent stealth systems of our vessel [Lysander class stealth lighter Hope's Spark] seemed to keep us from enemy attention and we were subsequently able to close with Earth.

We entered Earth's atmosphere and descended to drop altitude around the 17th [July], deploying six Raven-A/S light dropships [the 'S' signifying stealth modifications] to reconnoitre selected locations on the surface. I was included in the Chalk-1 team to collate our observations.

We discovered a horror-strewn industrial nightmare, unequalled by anything our forces had encountered on the Cradle Worlds. The Scourge seem to have invested more materiel here than on all the Cradle Worlds combined. While this would make sense given Earth's vast pre-war population, it makes the prospect of attacking this enemy fortress daunting in the extreme. Pre-war population centres such as North American and East Asian regions in particular, were hives of activity.

We were also able to make contact with several Resistance groups on the very first day by homing in on ancient distress beacons that had been kept operational. It seems that Earth suffered the most appalling casualty rate and lowest evasion rate of any population on any major human world. Due to Earth's bloated population, however, the Resistance there appears to be the most numerous we have so far encountered.

In the next three days of the mission we discovered many more terrible and enlightening things. Earth seems to be the main focus of Scourge Seed Ship production and the primary hub for breeding hives and host experimentation. We observed several Scourge hosts apparently unique to Earth as well as the largest breeding hive on record, a vast complex covering most of the region once known as Japan. Many more observations were made and are detailed in the full version of this report.

As our mission clock drew to a close, we departed the surface with many (often tearful) goodbyes to our newfound compatriots in the Resistance. It is at this point that I must also report the actions of a Lt. Colonel James Rodriguez, leader of the Chalk-4 team and ranking officer on the surface. It seems that the Colonel and his men made the decision to stay and fight with the Resistance rather than leave as ordered. Rodriguez and his team must now be considered AWOL - their transponders appeared to have been destroyed and we had no way of tracking them in the time available.

I must admit that the parting of ways with the Resistance causes me great personal grief and a certain amount of guilt as well. Despite all our promises it is highly unlikely that we will be able to fight for the freedom of these poor souls for some years to come, given the strength of the enemy in this, our former homeland.

Communications Officer Lt. Braxon (MF-R 37th regiment)

The Council concluded that a significant portion of the massive Scourge fleet described in this report has likely departed the Solar system to come to the aid of their beleaguered comrades in the battle for the void of Olympus Prime. As such, there is hope that if that grinding, attritional fleet action goes our way then the Scourge battlefleet around Earth may be critically weakened (at least in the short term). The general conclusion was, however, as Lt. Braxon had surmised - that an assault of the scale required to recapture Earth is potentially many years away and will require titanic efforts, dwarfing our current campaigns on the Cradle Worlds. The actions of Lt. Colonel Rodriguez barely drew a mention - a minor numerical factor in a war causing countless deaths every day.

The council then addressed the report of the second Solar system mission. This operation was launched recently and was also intended to be a non-combat op. This mission was a partial success and its summary report is shown for reference below:

UCMF SCOUT TASKFORCE REPORT: ETERNAL DARKNESS, SATURN, JAN 3RD, 2671AD

+++ Classified level 4 - Senate, Admiralty and AHQ Officers Eyes Only +++

Our primary mission was to assess the situation on the moons of Saturn and Jupiter. Our taskforce consisted of a pair of Lysander's, my own ship Eternal Darkness and its sister ship Azure Night. The Azure was assigned to scout Jupiter, mine to cover Saturn.

The situation around Saturn was pretty dire. We had expected as much after the reports from Hope's Spark, but it was harrowing to see with my own eyes. Saturn's moons had never been a massive focus of pre-war manpower but even these less than habitable bodies were crawling with enemy presence, both on the surface and in the void. Titan for example was mined extensively with extraction of liquid hydrocarbons was proceeding with ceaseless efficiency.

Reports coming in from the Azure were similarly filled with tales of enemy industry. Europa in particular now played host to colossal H2O extraction facilities. The Scourge need water just as much as we do, and apparently their biology is less tolerant of pollutants, making Earth's oceans less than an ideal source.

Both myself and my counterpart on the Azure were forced to conclude that there was virtually no chance of human survivors on any of Saturn or Jupiter's moons, as outside the enclosed bases (all now under occupation) the environments are hostile in the extreme.

Before the Azure Night could begin its sweep of Callisto however, we received warning from her: "Unknown vessel of cruiser tonnage closing fast, non-Scourge signature. Appears aware despite operable stealth systems. Attempting to retreat to outer marker and jump away - suggest you do likewise. Azure out." I immediately ordered a general retreat and crew to battle stations. Within minutes we lost all contact with the Azure Night and I must conclude that she was lost with all hands before putting enough distance from Jupiter to escape. We were able to breach Saturn's outer marker and jump back to Niccolum unmolested, thankful to have escaped whatever fate met our sister ship.

Capt. Ernst Brown, Eternal Darkness

The Council did not seem concerned about the enemy industries on Saturn and Jupiter's moons. The efficacy of both had long since been eclipsed by the Cradle Worlds and the Colonies - the facilities there could be levelled from orbit with little loss to mankind when the time came to launch an offensive into the Solar system.

The Council was far more concerned that an unknown enemy had the ability to detect the Lysander class stealth lighters we rely upon so much for intelligence gathering. It is possible that the unknown belligerent was already aware of their location through espionage or that the admittedly more advanced scanners of the PHR or Shaltari could circumvent our stealth systems. Either prospect deeply troubled the Council. Whatever the cause, it was concluded that we would need to be more cautious in our use of the Lysander's in future and that the moon Callisto would require further observation...

SETTING GAMES ON EARTH (PHASE 1) - DESIGNER'S NOTES

Earth has so far featured very lightly in the narrative. The UCM have only committed tiny forces here and a full scale invasion is a distant prospect due to overwhelming enemy strength. Now that Earth's Resistance is aware that the UCM exists it will be focused on preparing the Home Planet for invasion and doing as much damage to the Scourge as possible, driven by new hope! Here are some ideas:

1) The Marine Force Recon teams arrive - You could stage missions revolving around the very first UCM personnel to set foot on planet Earth. Perhaps they need to be escorted to a safe landing zone over infested enemy territory or need to evade detection. It is worth noting that although the MF-R teams are certainly elite, they are not highly classified (unlike the MF-B black-ops teams employed in the Tlalocan system). This is more of a background point but may be relevant to campaign/list writing.

2) The Resistance rises! - A whole campaign could be focused on the efforts of the Resistance to unite and prepare the ground for a future UCM invasion. They may be opposed by their own kind or PHR/Shaltari intervention and will certainly be hounded by the Scourge!

3) The actions of Lt. Colonel Rodriguez - Although he only receives a small mention here, it is likely you will be hearing more from this character in future... his actions on Earth may prove pivotal in the years to come!

SCENARIOS AND TOURNAMENTS

OVERVIEW

With the launch of the Reconquest: Phase 1, we have expanded the scenarios available to play in Dropzone Commander. They are split into two groups. The first are scenarios that you can play, using your normal Dropzone Commander terrain and make use of the standard Focal Point and Objective based rules. The second set of scenarios are based around our Scenery Packs, such as the Monorail and Orbital Defence Laser.

The Dropzone Commander tournament scene has gone from strength to strength and we felt that the time was right to introduce an Official Tournament Pack to offer support and guidance to the gaming community. Below you will find a summary of our tournament scoring system as well as a few of the changes we made to scenario rules to ensure they worked well in a tournament setting. The complete tournament pack is available from the downloads section of the Hawk Wargames website.

FOCAL POINTS

With the Scoring System used below there is a slight change to the focal point rules. (This has been changed to allow the average points gap between winners and losers of games containing Focal Points to match other scenarios more closely.) Instead of the focal point awarding 2 additional victory points to the player with the most units in points cost within 6", they only receive 1 additional point. This is in addition to the 1 victory point that is available to both players for having a any units within 6" (excluding aircraft or units within aerial transports).

EXCEPTIONAL GROUND BONUS

As stated in the main rules, this bonus only applies to units that spend their entire movement phase on such terrain and in the case of the Cityscape or Ruinscape Terrain packs, it only applies to the roads. (Refer to page 29 in the Dropzone Commander 1.1 Rulebook.)

TOURNAMENT SCORING SYSTEM

The Tournament scoring system uses a variant of the 20-0 scoring system. This means that you will earn game points based upon the difference in Victory points between you and your opponent but the difference in Kill Points is also taken into account. To calculate your tournament points you first determine the VP difference between both players using the first table.

Then, if the winner of the game scored more Kill Points than his/her opponent, calculate how many bonus points they will score using the second table. The winner of the game adds these bonus points to their tournament point score and the looser deducts these bonus points from his score. Note this may result in neither player modifying their scores if the winner of the game ended up losing more Kill Points than his opponent. If the scores have been totalled correctly, both players final tournament points for the round should combine for a total of 20 points.

VP Difference	Game Points Scored
0	10 - 10
1	11 - 9
2	12 - 8
3	13 - 7
4	14 - 6
5	15 - 5
6+	16 - 4

Winners Kill Point Difference	Bonus Game Points Scored
0-200	1
201-400	2
401-600	3
601+	4

SURGING STRIKE

You have been tasked with driving deep into the enemy territory to occupy some crucial areas in this sector. The enemy will most likely attempt to thwart you, since holding these areas will be critical to overall victory.

KEY:

Focal Points
Place one roughly in the centre of the battlefield, and one in each Table Quarter outside all Deployment Zones.

Focal Points may be anything worth taking, such as key Structures, high ground, important features, cave entrances etc.

RECOMMENDED NUMBERS:

2 Player Skirmish:
Use black bordered only

2 Player Clash:
Use black and red bordered

Battle:
Introduce an extra Focal Point in each Table Quarter

NUMBER OF PLAYERS: 2

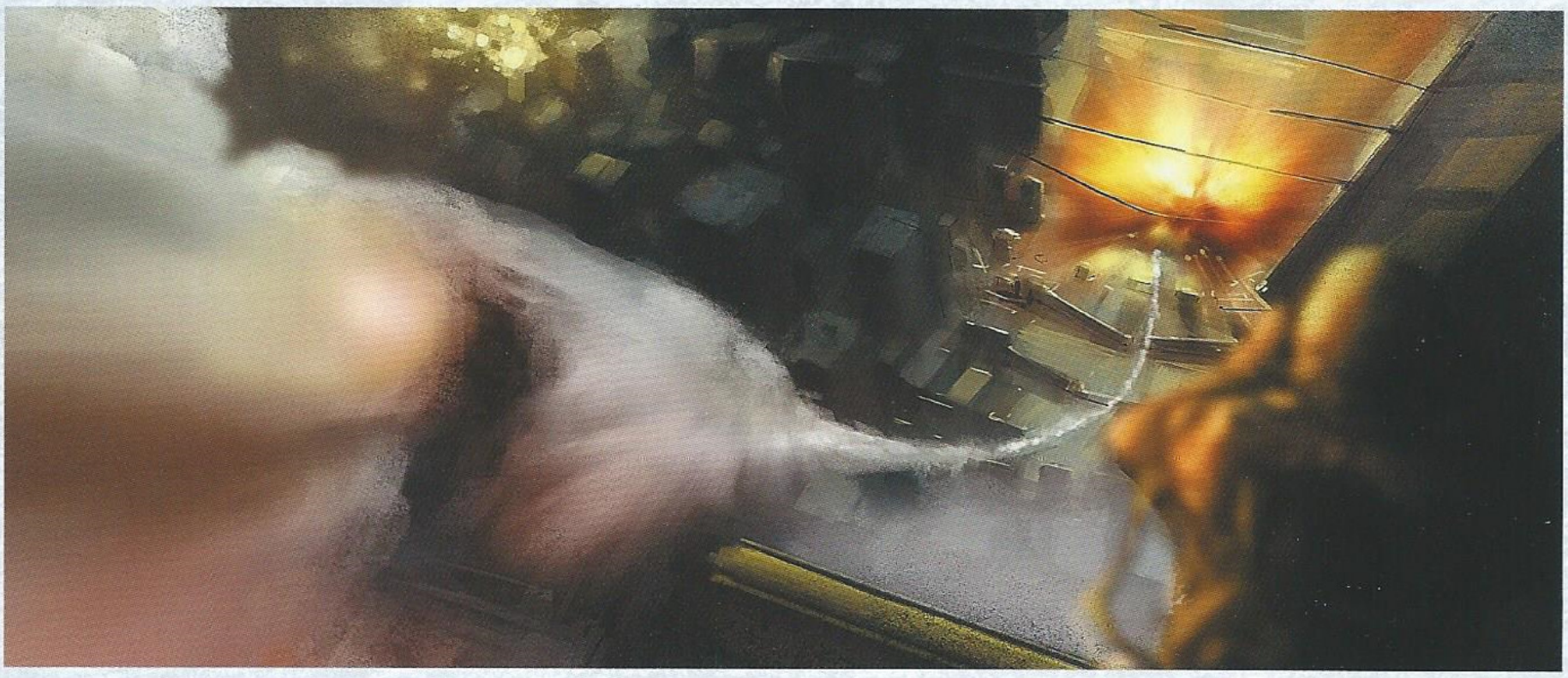
ARMY ROSTER: Standard (both players)

DEPLOYMENT: Battlegroups begin the game in readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

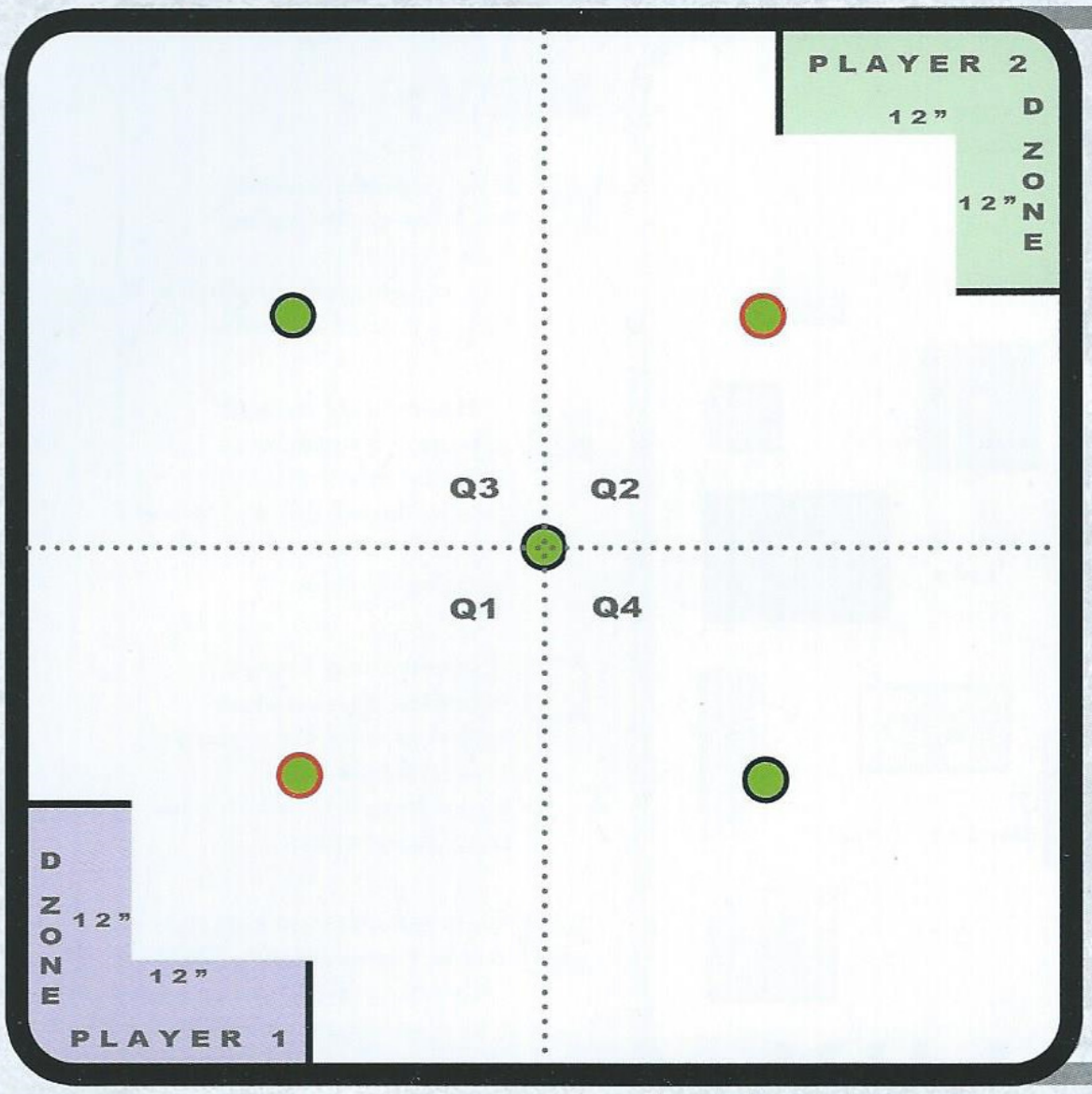
VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

Surging Strike - the 2 focal points on your opponents side of the table are worth 1 Victory Point to you if you have a friendly Vehicle Unit or Infantry base within 6" (as usual). However they grant an additional 2 Victory Points if you are the player with the most units in points cost within 6" (instead of the normal 1).



BUNKER ASSAULT

You are both fighting over key planetary defences, and it is your mission to take and hold a bunker complex linked to an obrital laser. This is a high value target to capture - be prepaed for enemy contact!



KEY:

Player Deployment Zones
6" In from friendly Table Edges and up to 12" from the corner

Focal Points
Place one roughly in the centre of the battlefield, and one in each Table Quarter outside all Deployment Zones.

Focal Points may be anything worth taking, such as key Structures, high ground, important features, cave entrances etc.

RECOMMENDED NUMBERS:

2 Player Skirmish:
Use black bordered only

2 Player Clash:
Use black and red bordered

Battle:
Introduce an extra Focal Point in each Table Quarter

NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (all players)

DEPLOYMENT: All Battlegroups may Directly Deploy (remember that Squads inside aerial transports automatically start the game in Readiness in this case). Fast Mover Squads start in Reserve.

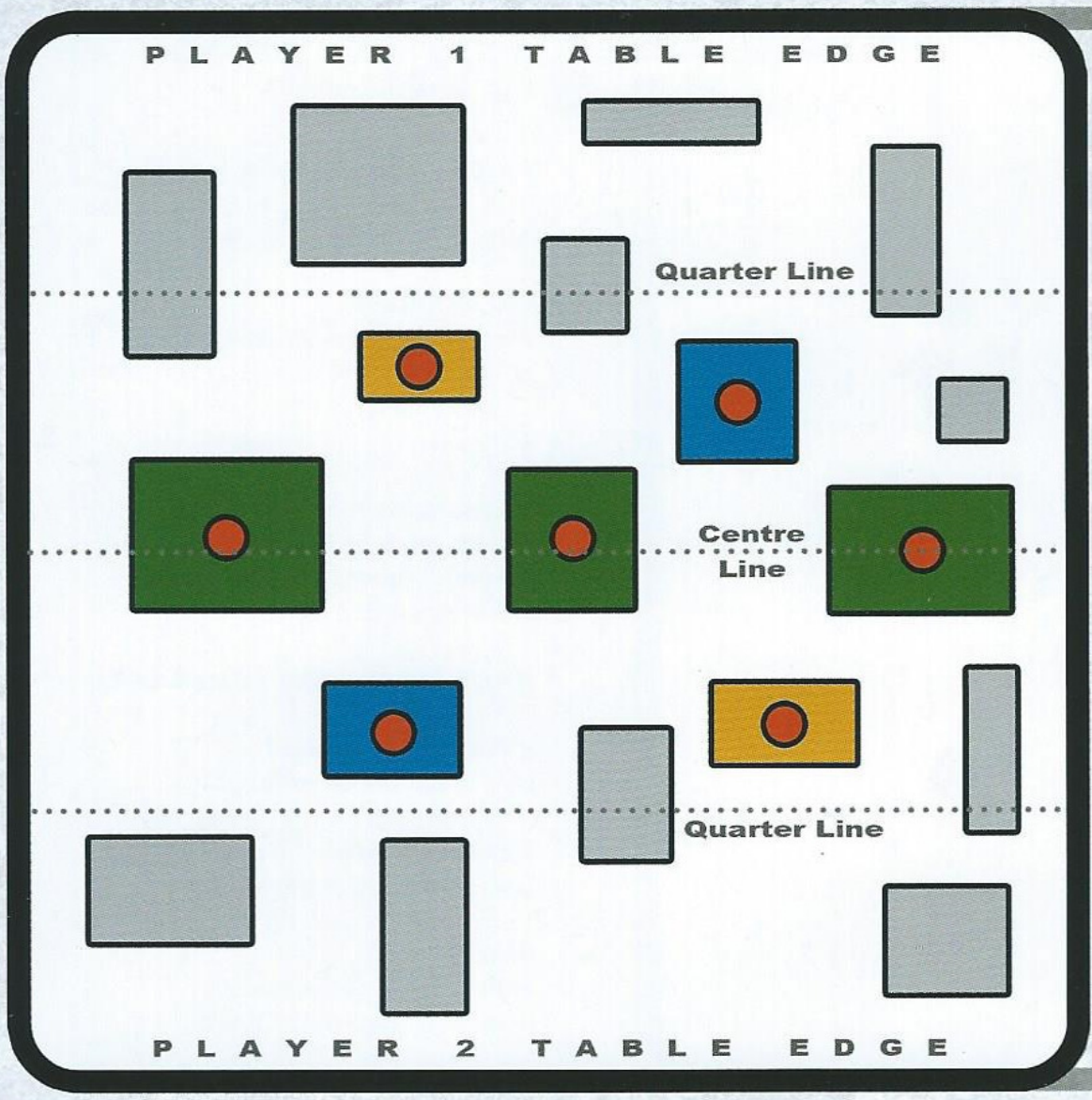
DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

Bunker Assault - The 5 focal points in theis scenario will be within bunkers. The bunkers can't be destroyed and are immune to falling masonary, however they can still be targeted by flame weapons as normal. Infantry inside the bunker are worth double their unit points when calculating who is in control of the focal point.

MILITARY COMPLEX

Some key Objectives have been detected inside a group of Military Structures in the heart of the warzone. Your aim is to enter these Structures, find and seize these Objectives, and extract them before the enemy has a chance to do the same!



KEY:

3 Hardened Large/ Normal Structures
Each contains **1 Objective**
Use in **Skirmish, Clash and Battle**
Place on or near Centre Line

2 Hardened Large/ Normal Structures
Each contains **1 Objective**
Use in **Clash and Battle only**
Place between Centre Line and Quarter Line

2 Hardened Large/ Normal Structures
Each contains **1 Objective**
Use in **Battle only**
Place between Centre Line and Quarter Line

Any number of Hardened Structures of any size
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

NUMBER OF PLAYERS: 2

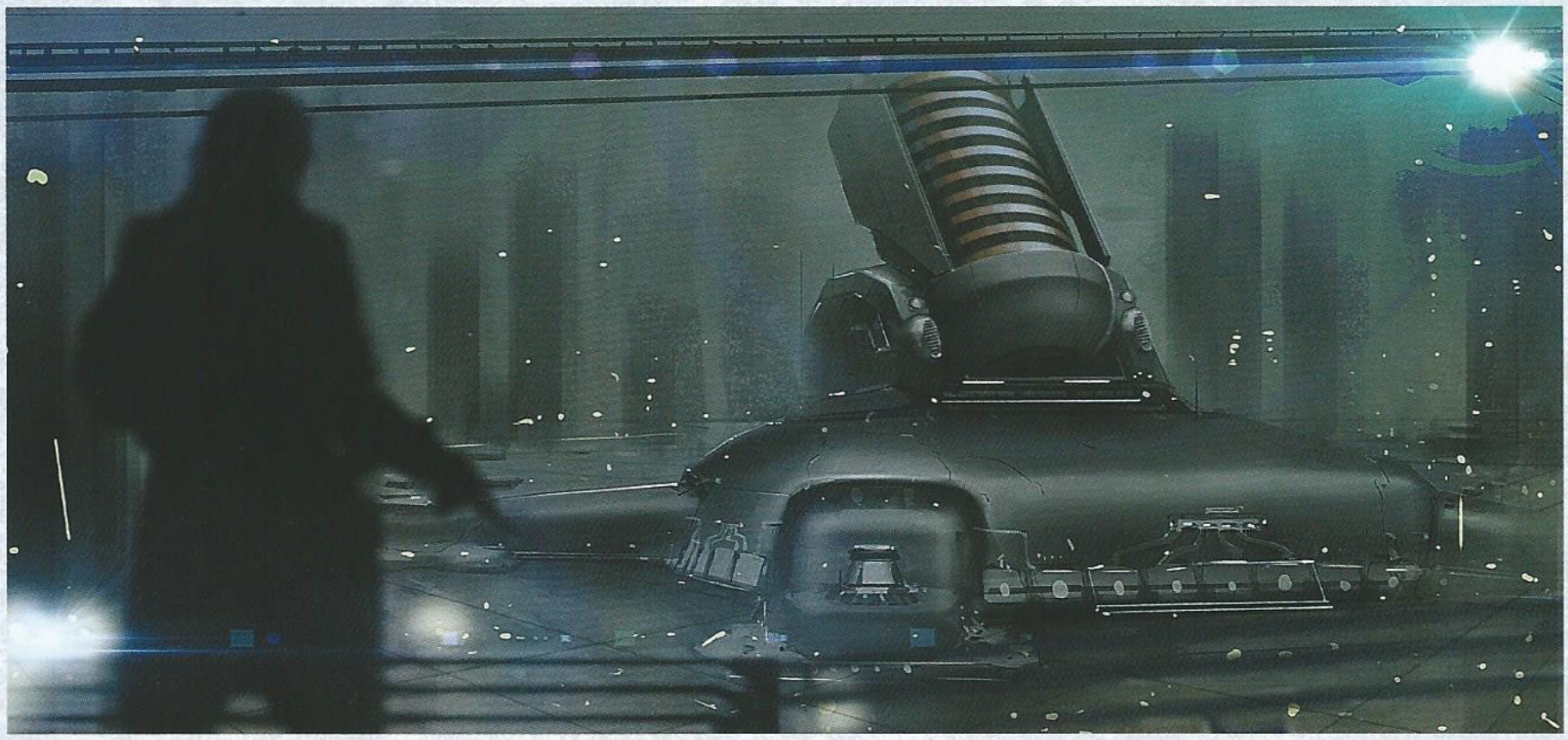
ARMY ROSTER: Standard (both players)

DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

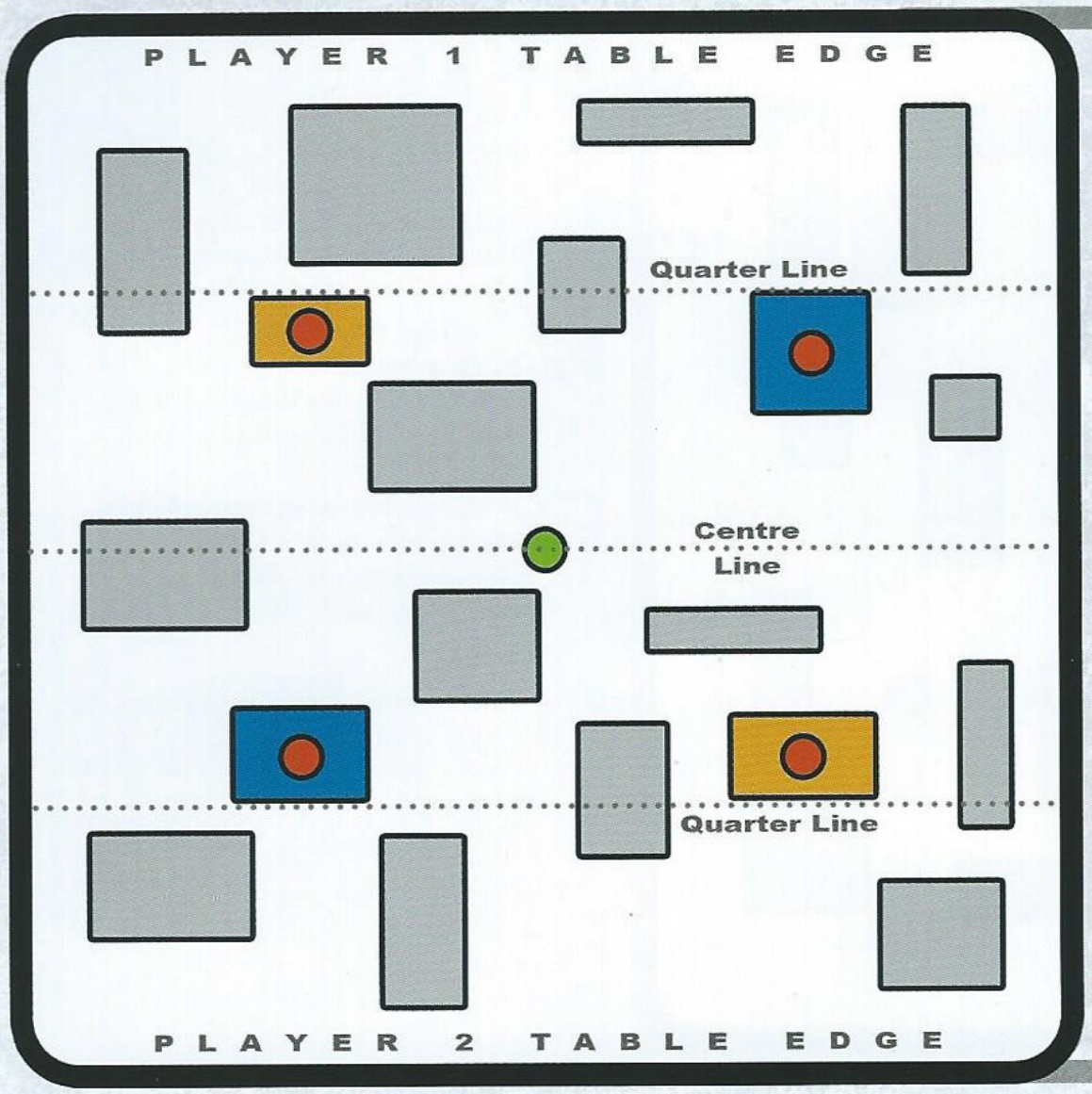
VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

Due to the important nature of this sector, all buildings in this scenario are hardened, and are Armour 8.



TAKE AND EXTRACT

Your forces are advancing and it's critical that the centre of this sector is held by friendly troops. HQ has also identified four priority objectives in the surrounding area - these should be taken and extracted from the combat zone while you secure the area.



KEY:

Focal Points
Place one roughly in the centre of the battlefield and not in a building.

2 Hardened Large/ Normal Structures
Each contains **1 Objective**
Use in **Skirmish, Clash and Battle only.** Place between Centre Line and Quarter Line

2 Hardened Large/ Normal Structures
Each contains **1 Objective**
Use in **Clash and Battle only**
Place between Centre Line and Quarter Line

Any number of Hardened Structures of any size
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

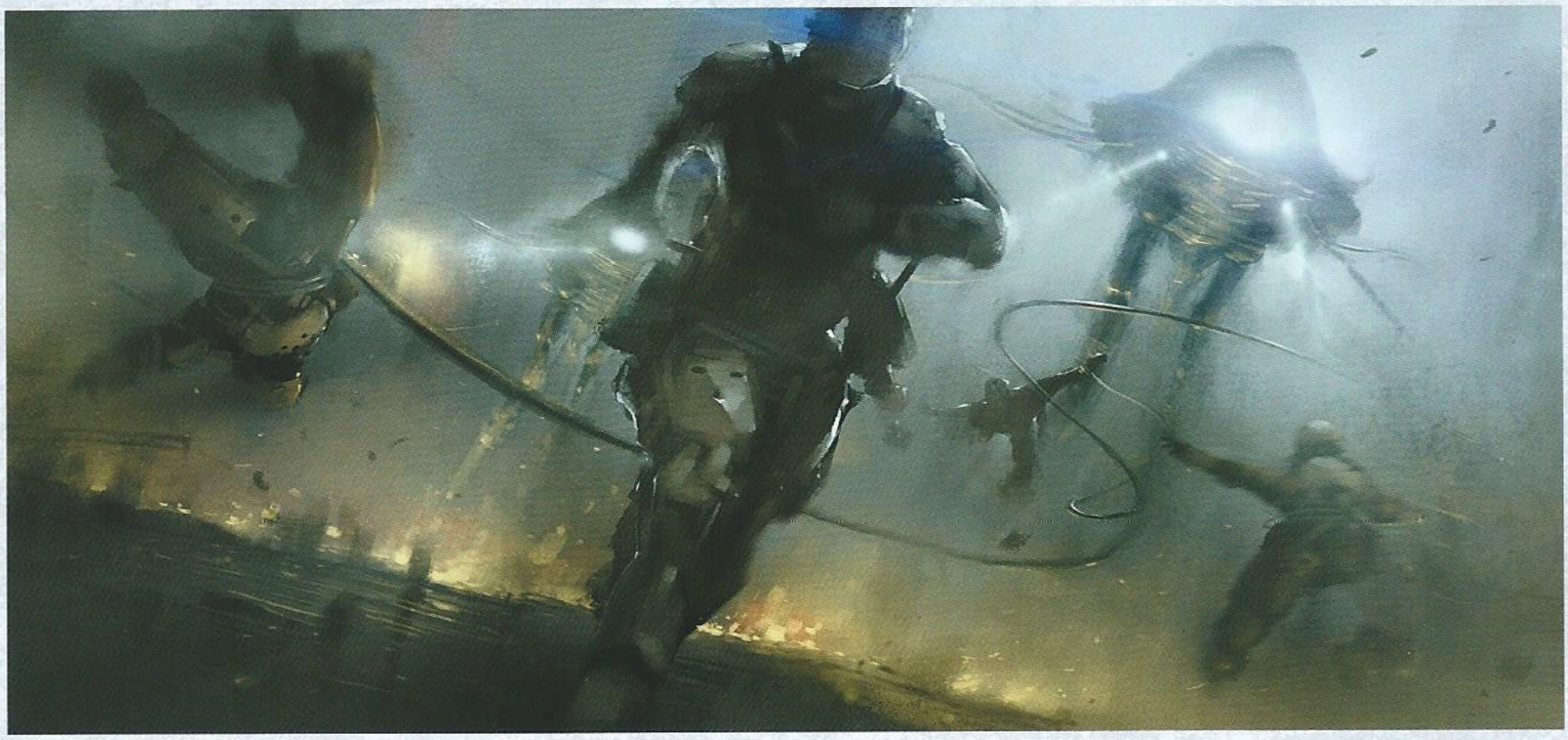
NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (all players)

DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.



SECURE THE FLANKS

Opposing spearhead forces are advancing towards a group of key objectives. Holding the flanks during this engagement will be critical to victory. The centre of your force should advance towards these objectives while a portion of your army captures the flanks.

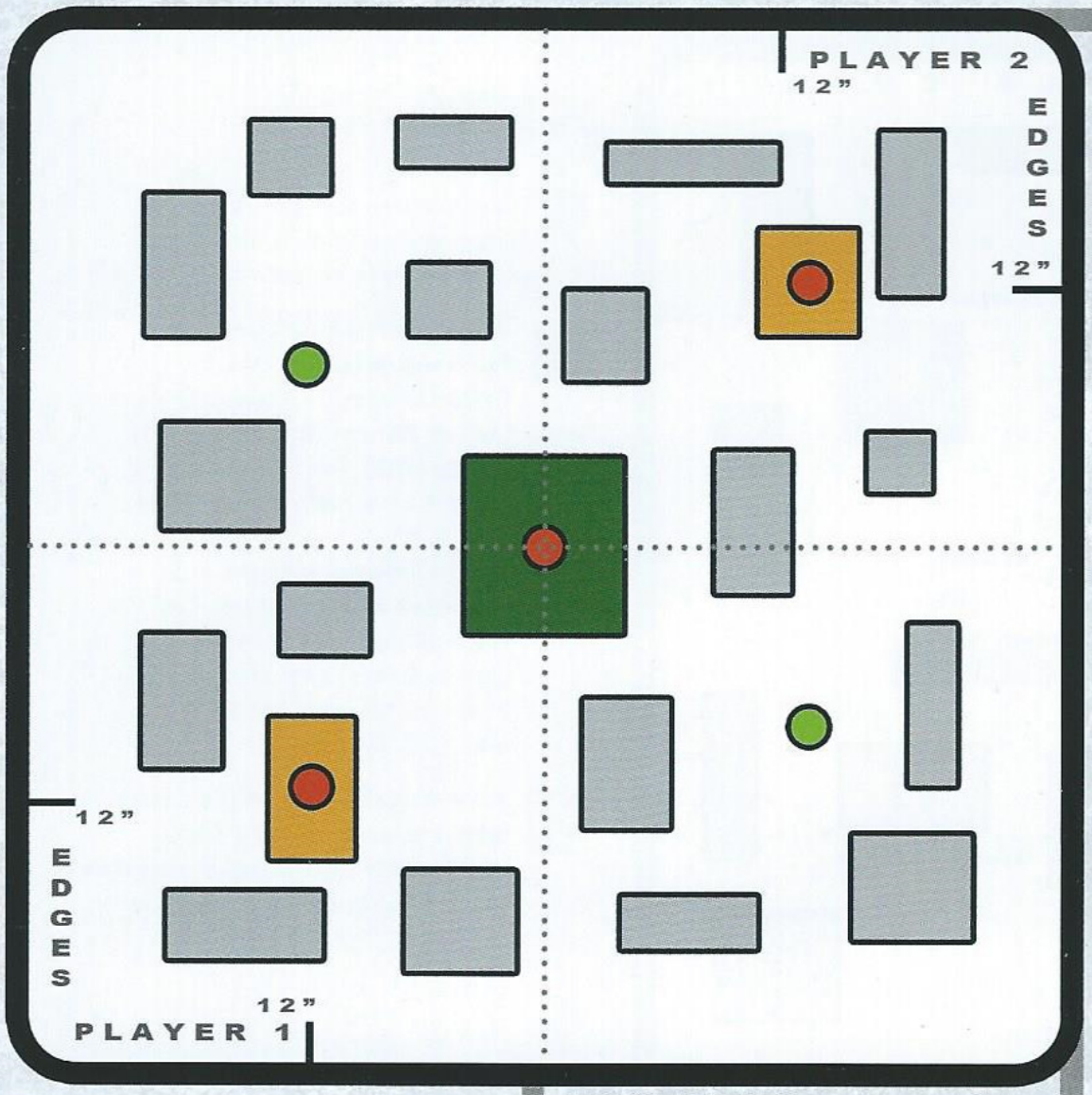


TABLE SIZE: 4'x4' minimum

KEY:

Focal Points
Place two in opposite quarters of the battlefield and not in buildings.
Use in **Skirmish, Clash and Battle**

1 Large Structure
Each contains **1 Objective**
Use in **Skirmish, Clash and Battle**
Place on or near centre of table

2 Large/Normal Structures
Each contains **1 Objective**
Use in **Clash and Battle**
Place at least 8" from a Table Edge

Any number of Structures of any size
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (all players)

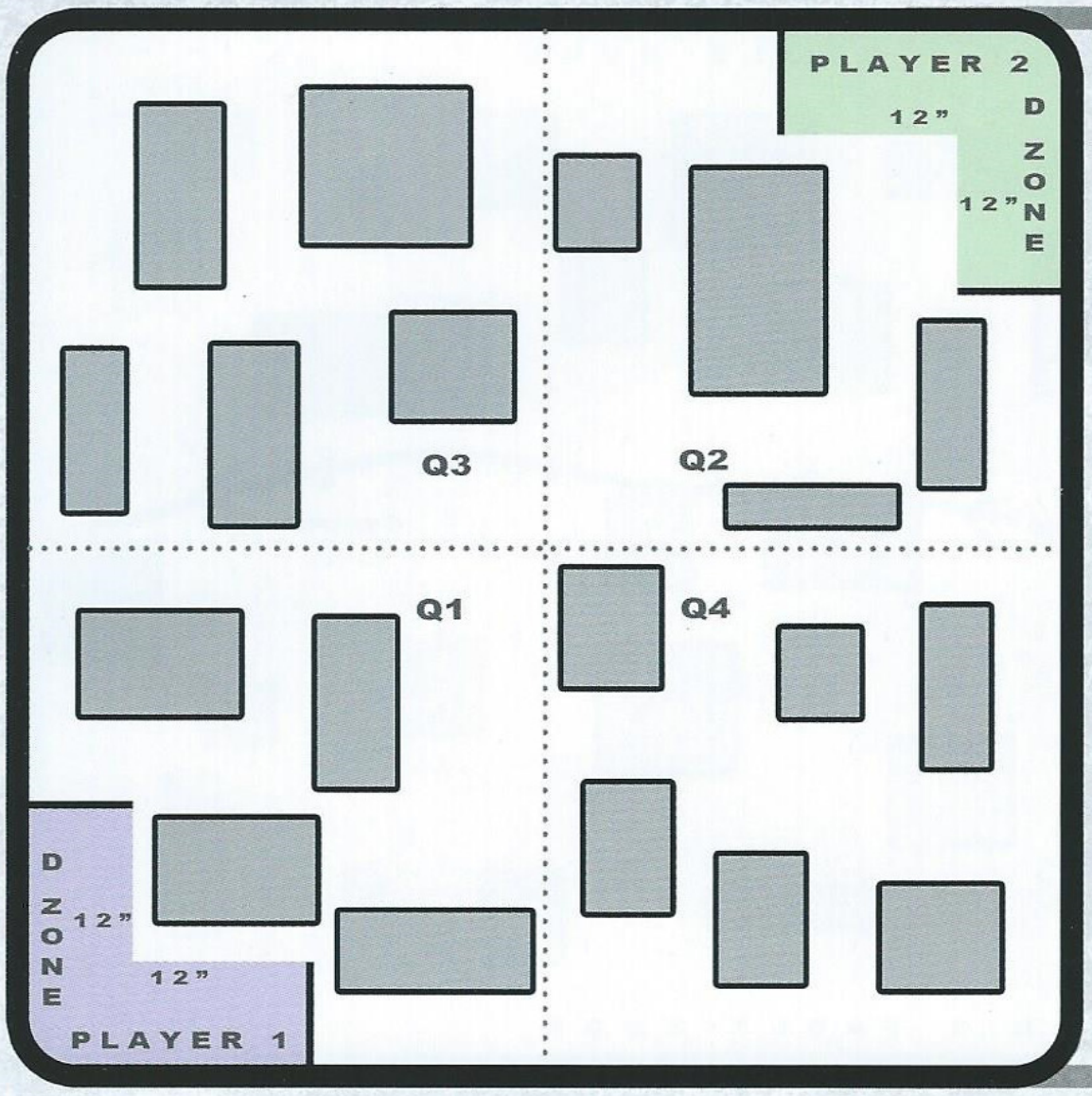
DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

GROUND CONTROL

Your forward strike force has been tasked with capturing and holding as much ground in this sector as possible to prepare for the bulk landing of essential supplies and munitions. Unfortunately, an enemy formation has responded, and intends to prevent this at any cost!



KEY:

Player Deployment Zones
6" In from friendly Table Edges and up to 12" from the corner

Any number of Large/Normal/ Small Structures
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (all players)

DEPLOYMENT: All Battlegroups may Directly Deploy (remember that Squads inside aerial transports automatically start the game in Readiness in this case). Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: Players revieve 2 VP per table quarter they control. In order to control a quarter, a player must have more units in points costs wholly within that table quarter than their opponent. Units within more than one quarter do not add their points costs to either. Aircraft, but not units inside aerial transports, do add their points cost in this scenario. The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

SPECIAL RULE - 'HIGH GROUND': Infantry Bases in Buildings are worth double their points cost when determining control of a table quarter. However, if the building is in more than one table quarter, the infantry inside this building do not contribute any points (we advise that all buildings in the scenario are placed wholly within a table quarter).

MONORAIL SCENARIO 1: MOVING TARGET

A Monorail is travelling through a combat zone - it has an invaluable and highly sensitive objective aboard that neither side can afford to destroy. Get on board by any means necessary, claim the objective, and if possible, get the objective off the train! Also, secure the surrounding area to make it safe for extraction or to secure it against further enemy incursions.

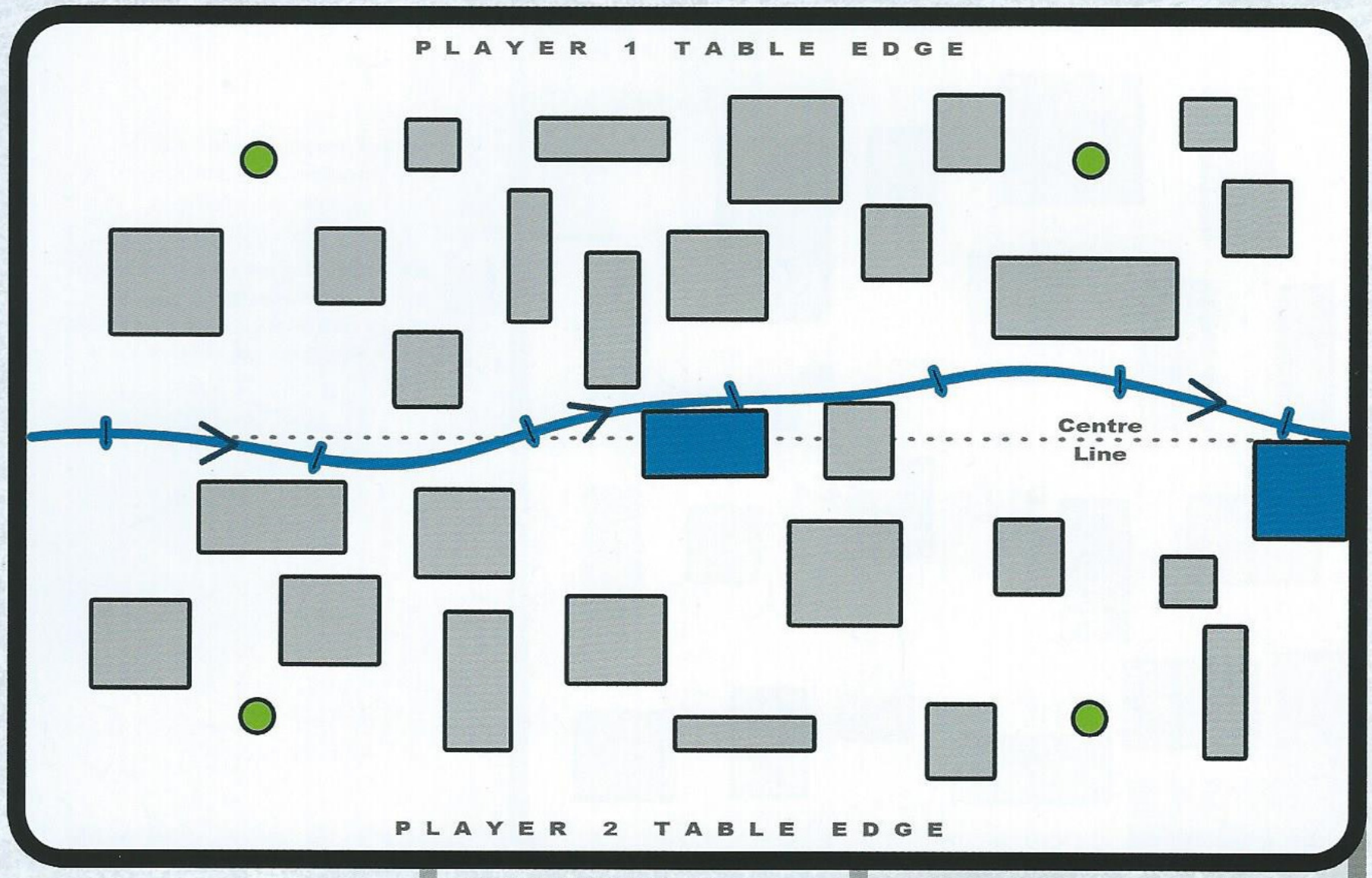


TABLE SIZE: 4' x 6' minimum

KEY:

- **Monorail Track and Stands**
  Place roughly where indicated
- **2 Large Structures (Stations)**
  Each is indistructable
  Place where indicated next to track
- **4 Focal Points**
  Place where indicated (not in a building)
- **Any number of Structures of any size**
  Place evenly around battlefield

NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (both players)

DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS AND RULES: The track runs across the middle of the board, with an objective worth 2 points inside the train. The track passes by 2 Large buildings which are stations (positioned 36" and 72" along the track), which can be used to embark or disembark from the monorail (as if the train was a linked structure while it is at the station). The train begins the game at the left board edge, and moves on in turn 1. The train moves 12 inches along the track each turn during the cleanup stage of the initiation phase (it reaches the end of the track on turn 6 but does NOT leave the board). Additionally, there are 4 Focal Points placed on the battlefield, 2 per side, positioned in the open (**not in buildings**). This Scenario should be played on a 6ft x 4ft board.

Treat the train as a small structure. The monorail, track, stations and supports cannot be destroyed, and infantry can only embark or disembark from the train via the 2 stations (on turn 3 and turn 6) or via light dropship, which can drop off or pick up by landing on the train (ignore the usual LZ rules). If a player removes the objective from the train, they receive 4 VP's for that objective.

As the Monorail contains a sensitive and valuable objective, neither side can risk aerial firefights across it and the track. As such, the track blocks line of sight to/from aircraft from 2" above ground level to 6" in the air. Infantry aboard the train may shoot from it's windows, but may not be fired upon in return.

The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

MONORAIL SCENARIO 2: PRECIOUS METALS

A Monorail carrying a massive cargo of dense, precious metals is approaching the combat zone. Taking these from the enemy is vital to the war effort! However, time is critical and targeting the train itself risks scattering the cargo over a wide area. HQ has determined that derailing the train to ground level will ensure the wreck is localised-and accessible. Once its down, secure the wreck and surrounding area to prepare for heavy lifter extraction.

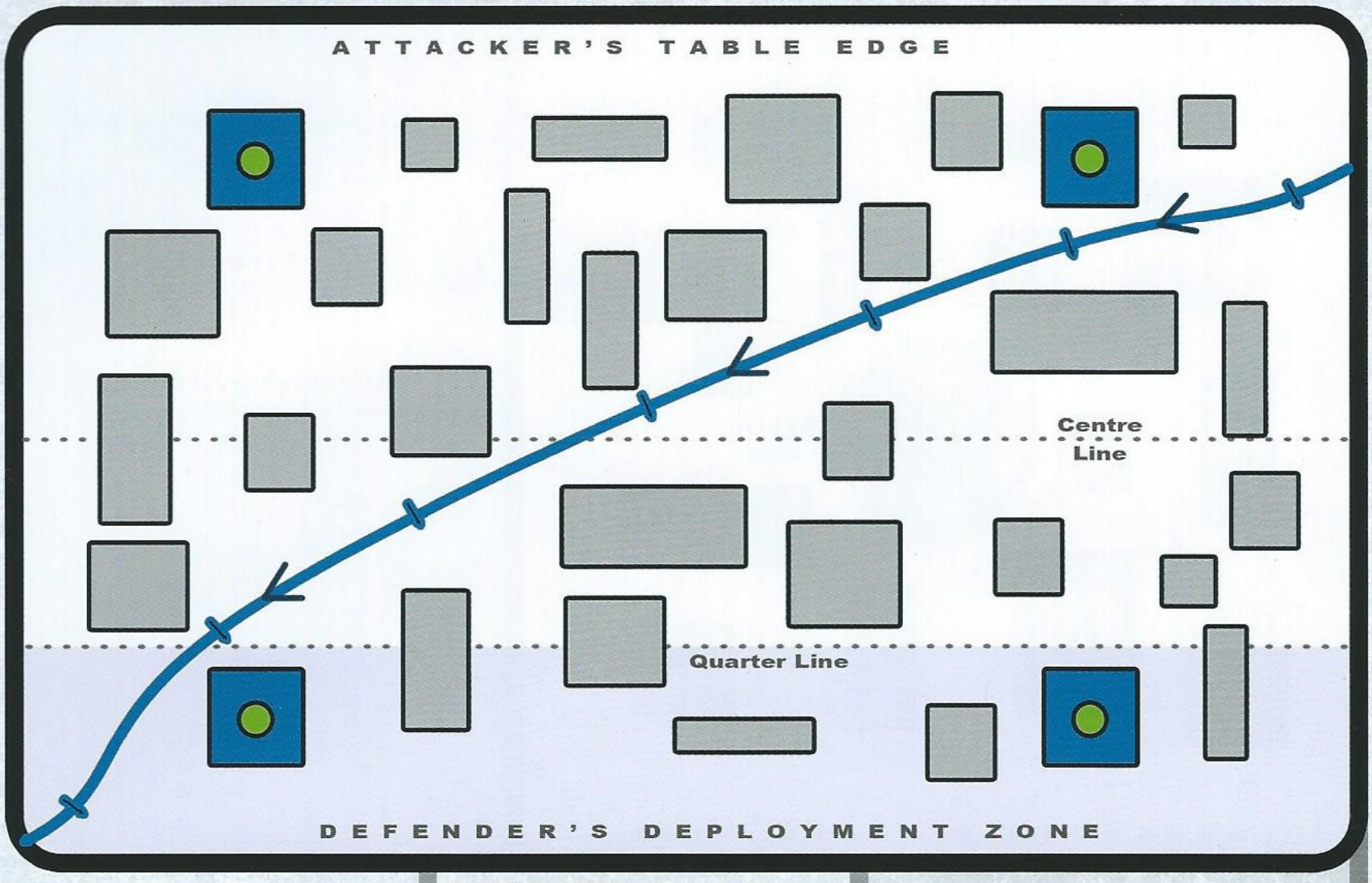


TABLE SIZE: 4' x 6' minimum

KEY:

Monorail Track and Stands
Place roughly where indicated

4 Large Structures
Each contains **1 Focal Point**
Place in equal positions on each side, roughly where indicated

Any number of Structures of any size
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

NUMBER OF PLAYERS: 2

ARMY ROSTER (ATTACKER): Standard. All squads must be mounted in dropships.

ARMY ROSTER (DEFENDER): Defence force AND Reinforcements

DEPLOYMENT (ATTACKER): All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DEPLOYMENT (DEFENDER): Defence Force uses Direct Deployment. Reinforcements begin the game in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS AND RULES: The Monorail begins the game 12" in from the right board edge, and moves 12 inches per turn during the cleanup stage of the initiation phase. The track starts 6" from the attacker's table edge in the right corner of the board to the bottom left corner of the board.

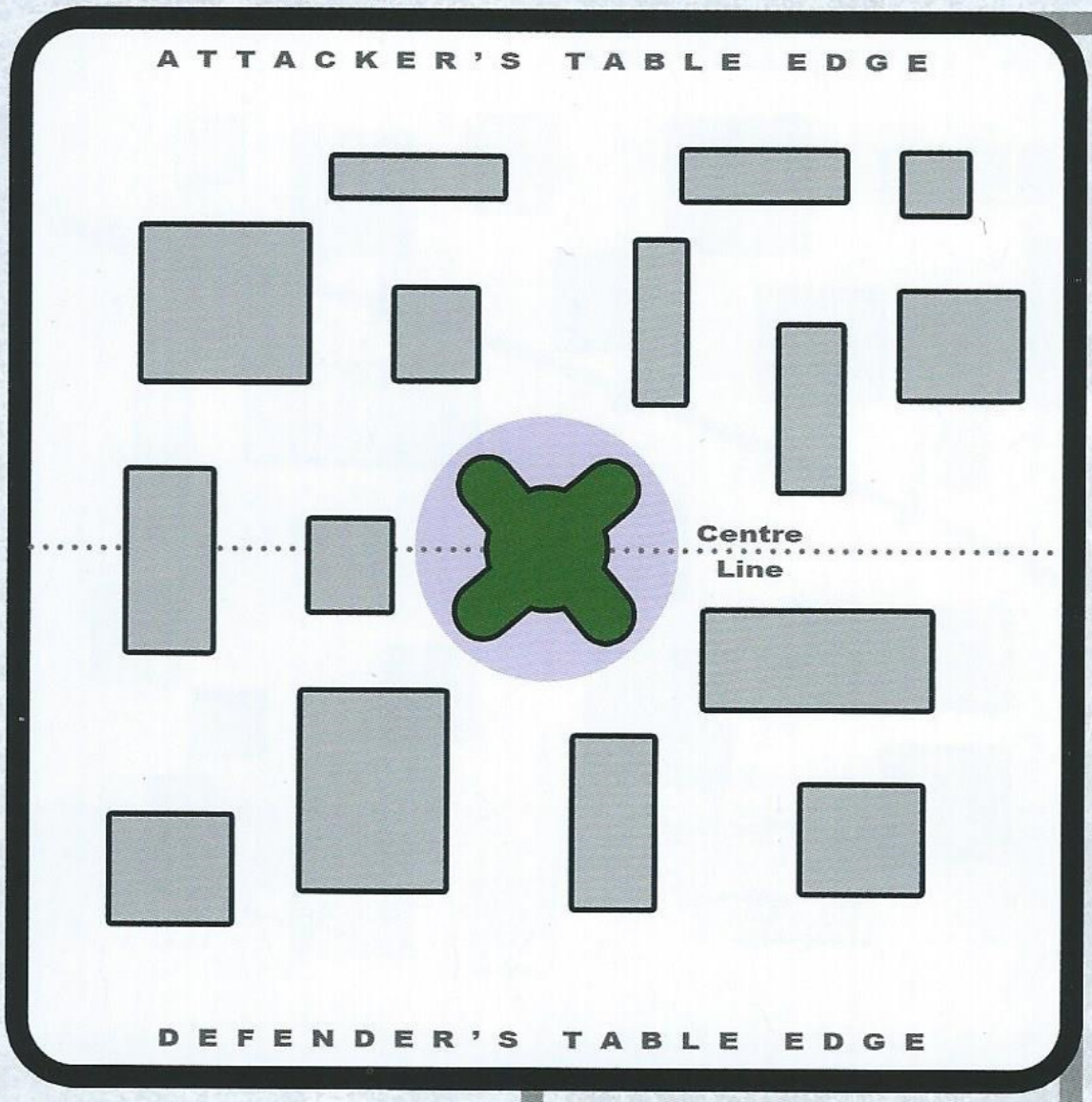
The objective for the ***Attacker*** is to destroy a stand that supports the rail before the Monorail goes past that point. (Stands are tiny structures with 5 Dp and A10). Only the attacker may fire upon the stands. Once the Monorail reaches a destroyed stand, it is removed from the track, placed on the ground where the destroyed stand was and becomes a Focal Point. This Focal point is worth 5 VP (instead of the normal 3).

The objective for the ***Defender*** is to either allow the Monorail to pass safely off the edge of the table, or to hold the Focal Points and achieve the highest number of VP.

There are 4 other Focal Points that can be held around the battlefield. These Focal Points are within buildings equally placed around the battlefield, as shown on the diagram. The player with the highest number of Victory Points at the end of turn 6 wins the game. If the monorail safely leaves the table the defender wins automatically. Use Kill Points to determine a victor in the event of a tie.

LASER SCENARIO 1: DESTROY/DEFEND THE CITY

An Orbital Defence Laser is currently held by a light garrison. HQ needs this entire area levelled, but heavy bombardment assets are not available - you'll have to improvise. Capture the ODL with a surgical strike and turn its devastating power against the enemy city! Reinforcements for the defender will undoubtedly appear as soon as you start to attack!



KEY:

Defender's Deployment Zone
Within 6" from centre of Orbital Defence Laser, deploy small defence team.

1 Orbital Defence Laser
Place in centre of Board as indicated.

15 Hardened Structures of Large or Normal size
Place evenly around battlefield

TABLE SIZE: 4'x4' minimum

NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (both players). Attacker has 1500pts, Defender has 1999pts
All squads must be mounted in dropships. The defender also has an special 200pt force outside the regular army roster (see below).

DEPLOYMENT:
Attacker: Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.
Defender: Has a 200pt force consisting of 1 Infantry and 1 Amour Battlegroup which start on the board up to 6" from the centre of the Laser, with the remaining 2000pts being held in Reserve.

DURATION: 8 Turns

VICTORY CONDITIONS AND RULES: The Orbital defence laser is placed in the centre of the battlefield with the entrance turned facing left or right. The laser is treated as a structure with the following rules: It has 20dp, Armour 9, active countermeasures, has a Garrison value of 10. The only entrance is through the main door, and no wall or door can be fired from. Infantry inside the Defence Laser are immune to falling masonry damage, and are immune to flame weapons.

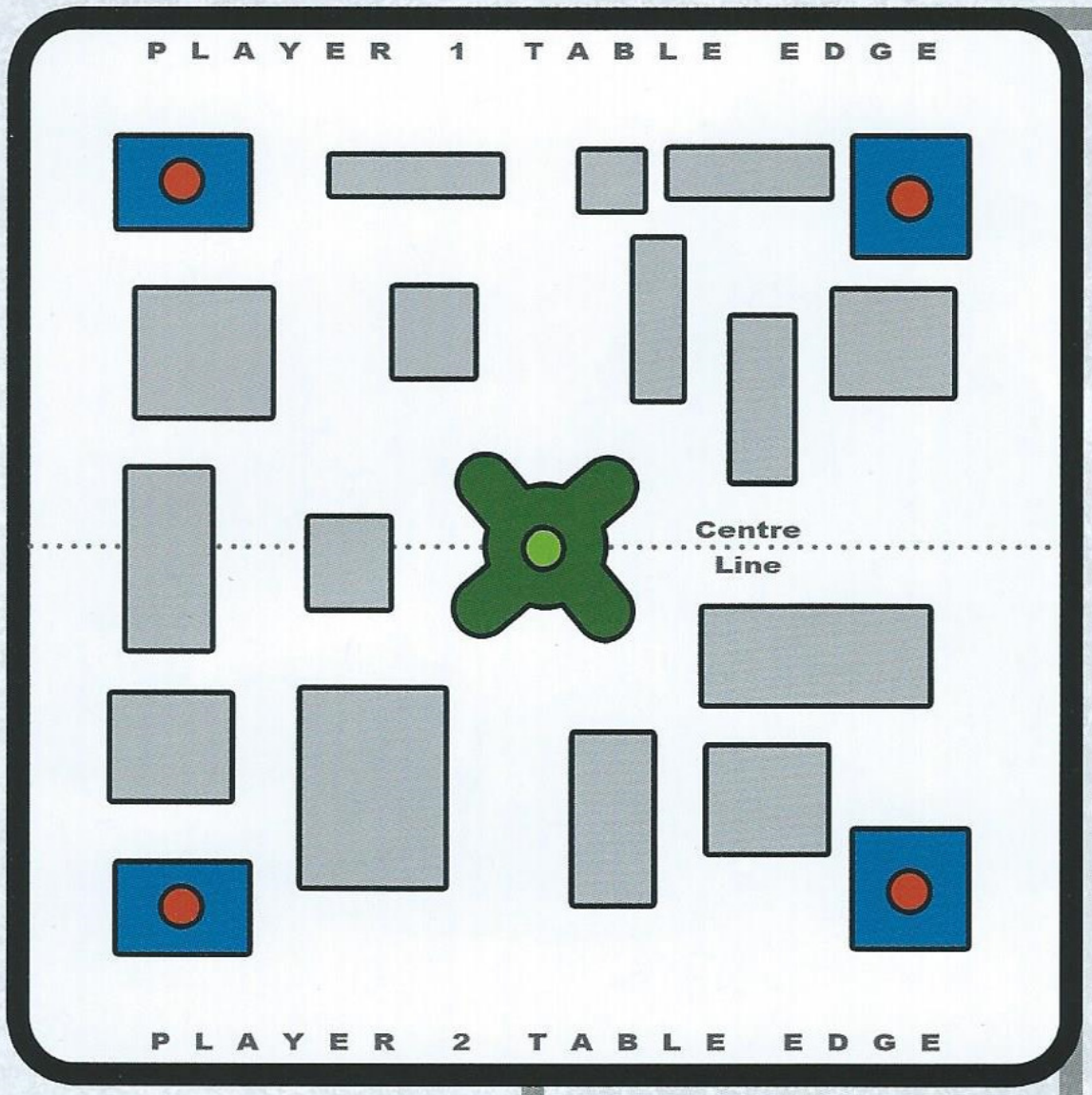
The objective for the ***Attacker*** is to capture the Laser and Turn it on the city it was once protecting, and level it! Once the Laser is captured (if the Attacker is the Occupier) then the infantry inside may use it to destroy all structures within a 90 degree arc on the battlefield. If the Laser is reduced to 10Dp or less, it is only activated on a roll of a 2+, or when it is reduced to 5Dp or less a roll of 3+. If the Defender has infantry inside the building, add +1 to the dice roll for every defending infantry base inside (to maximum of 6+). The next section of the board targeted by the laser must be adjacent to the previous section destroyed. (The Attacker chooses the first section to target). If all buildings (apart from the laser itself) are destroyed, the Attacker wins the game.

The objective for the ***Defender*** is to prevent the Attacker from destroying all of the buildings on the battlefield. If the defender manages to have at least 1 building remaining, (not including the laser) by the end of the game, then the Defender wins the game.

This Scenario should be played on a 4ft x 4ft board as a minimum.

LASER SCENARIO 2: LASER ON OR OBJECTIVE OFF

An Orbital Defence Laser has been detected that is unattended but apparently operational. Capture it and secure other key objectives in the area. If it proves necessary, you have been authorised to use the awesome power of the ODL to deny some of these objectives from the enemy!



KEY:

1 Orbital Defence Laser
Place in centre of Board as indicated.
Contains **1 Focal Point**

4 Large Hardened Structures
Each contains **1 Objective**
Place in equal positions on each side, roughly where indicated

Any number of Structures of any size
Place evenly around battlefield

TABLE SIZE: 4'x4' minimum

NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (both players)

DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS AND RULES: The Orbital defence laser is placed in the centre of the battlefield with the entrance turned to the left or right. The laser is treated as a structure with the following rules: It has 20dp, Armour 9, active countermeasures, and a Garrison value of 10. The only entrance is through the main door, and no wall or door can be fired from. Infantry inside the Defence Laser are immune to falling masonry damage, and are immune to flame weapons. The Laser is also a Focal Point. There are also 4 Objectives in structures as shown.

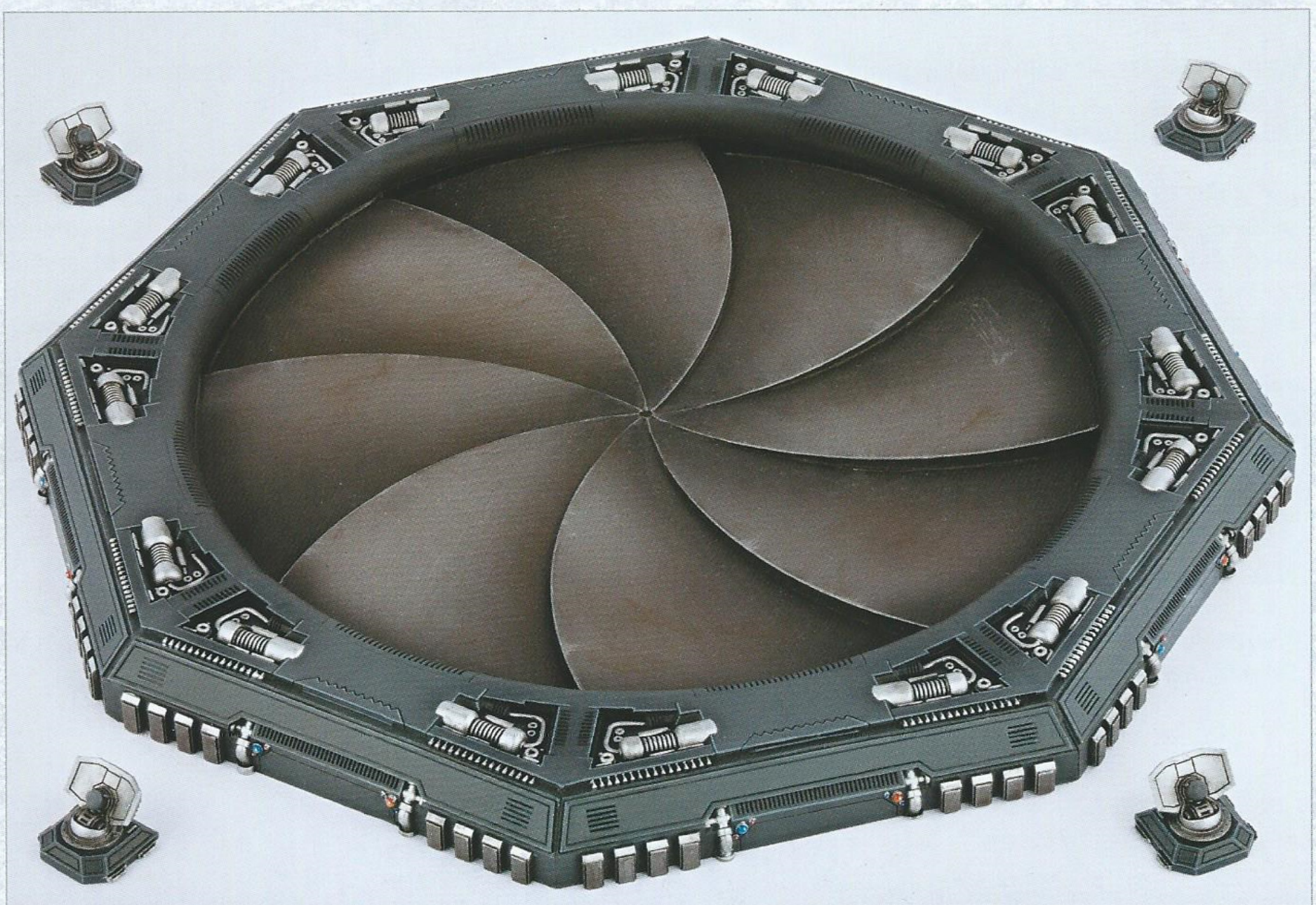
The Orbital Defence Laser may be fired once per turn (by the Occupier), when the first Occupier infantry unit activates within it. This weapon does not use the normal line of sight rules. Instead, the beam travels in a straight line from the centre of the laser to any board edge, automatically hitting any structure which this line passes through. Other units are not hit (the weapon is not designed to hit small targets at this close range). Hit structures take a single E13, Demolisher 15 hit.

This Scenario should be played on a 4ft x 4ft board as a minimum.

The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

AEGIS ORBITAL DEFENCE LASER SCENERY PACK

UNDERGROUND HANGER SCENERY PACK



MONORAIL SCENERY PACK

M116 BUNKER COMPLEX SCENERY PACK

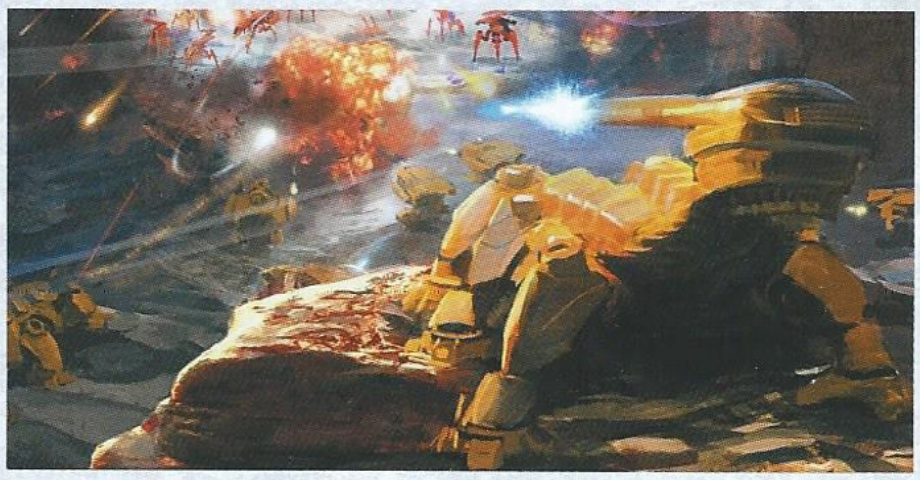
CIVILIAN VEHICLES SCENERY PACKS

NEW RULES

As Dropzone Commander evolves and fresh units enter the fray, new rules mechanics are required to represent their prowess on the battlefield. These new rules are split into three categories; those that affect army composition, individual units and special weapons. These are shown below:

ARMY COMPOSITION RULES

Rare Squads: These are military assets that are extremely limited in availability, either due to special purpose use, difficulty of manufacture or high value. A Rare Squad will be indicated by the letter **R** after its Category type on its Core Stat Sheet (e.g. **Heavy-R**). You may only take a maximum of one of each Rare Squad in a Skirmish sized game, two in a Clash and three in a Battle. This restriction applies to each Rare Squad individually (you may take two DIFFERENT types of Rare Squad in a Skirmish for example).



Forward Air Controllers: Forward Air Controllers are imbedded in ground based infantry Squads to assist in coordinating Fast Mover fire missions from a firsthand observation position on the battlefield. Before each game, you may allocate one Troops Squad in a Clash and two in a Battle to be Forward Air Controllers. This does not cost any points. As long as one of these Squads has Line of Sight to ANY enemy Unit, all friendly Fast Mover Squads gain a -1 modifier to the roll required to make an Attack Run or Intercept (note that this makes Attack Runs automatic).

Famous Commanders: Although these were mentioned in the Core Rulebook, they are introduced fully in this expansion. Famous Commanders are particularly notable or notorious individuals, legendary for their exploits on the battlefield as great leaders. The rules for Famous Commanders are designed to add some extra flavour and narrative to your games.

Famous Commanders are usually attached to a special Command Unit (Mount) which is incorporated into their points cost (unlike for normal Commanders, which are chosen separately). Also, a Famous Commander's points cost DOES contribute to their Battlegroup's points cost for the purposes of army list writing. If a transport option is provided, points must be paid for it as usual (unless otherwise stated).

Famous Commanders will have various other special rules which will be described in their individual entries. These special rules usually include the addition of unique cards to the Command Card Deck – these are added to the deck to take the total above the usual 40 cards.

You may only take one Famous Commander per army and they may only be fielded with the opponent's consent. They may not be taken in standard tournaments but individual Tournament Organisers may allow their use at their discretion.

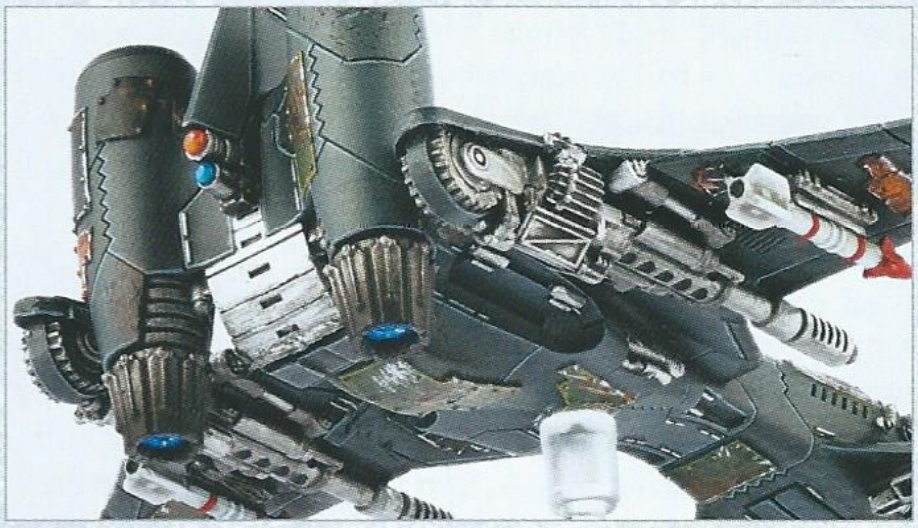
Evasion Countermeasures (E-X): These are the simplest form of countermeasures in existence and have been a major factor on battlefields since time immemorial. Evasion Countermeasures are simply the benefit of extreme operator skill or extreme manoeuvrability, allowing the Unit to predict, dodge and avoid enemy fire. Evasion Countermeasures are represented by a **CM** value with the prefix **E**, followed by a modifier value (e.g. **+2**). Enemy weapons shooting at these Units suffer this modifier to their **Ac** value, to a maximum of 6+. Note that Skimmers normally possess this ability innately, so will seldom have this rule as a +2 modifier is already incorporated in the Skimmer rule. If BOTH are present, the effect is cumulative.

Transition Units: Transition Units may change their form during battle, adapting their role or abilities to suit the tactical situation. A Transition Unit will have two or more **Mode** stat lines on its Core Stat Sheet, representing any changes that the Transition makes to the Unit's abilities. Both Mode stat lines will ALWAYS have the same number of Dp, and sustained Dp's transfer whenever a unit Transitions. When Directly Deploying or moving onto the table edge from Readiness you should announce which Mode the Unit will be starting in.

A Transition Unit may perform a Transition when it would normally be able to move. Simply announce the Transition and start using the desired Mode stat line. A Transition Unit may move before or after Transition only (i.e. it may not move a bit, Transition and then move a bit more). However, a Unit may transition twice in the same turn (i.e. it may Transition, move and then Transition back).

A Unit which has performed or intends to perform Transition/s may only move up to half of its available **Mv** value (before or after the Transition), rounding down to the nearest inch. Making a Transition counts as a move of 1" if no actual movement is made. Multiple Transition Units within the same Squad do NOT have to Transition together, but normal Coherency rules apply.

If making a Transition involves Transitioning from an Aircraft Mode to a Vehicle Mode the Aircraft must be able to Land before the Transition can be made (all the normal rules apply).



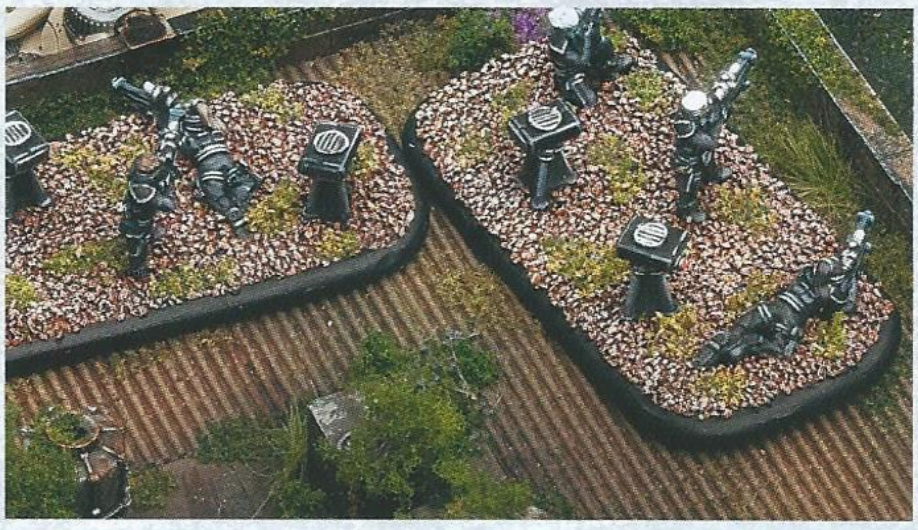
SPECIAL EXCEPTION: Fast Movers with Transition

Some Fast Movers (such as fighters with the ability to hover) may feature the Transition rule, in which case all movement/ shooting related Transition rules are replaced by those below:

Fast Movers with Transition must ALWAYS enter the battlefield in Fast Mover Mode, following all the usual rules and may not Transition at any point during the turn if performing an Intercept. During an Attack Run, they may chose to Transition to their alternative Mode when they have reached their Firing Position. They may not move further from this point this turn (including turning) but they may shoot.

In a subsequent turn, they may chose to transition back to Fast Mover Mode at the end of their activation (after normal movement and shooting); in which case they must leave the table as if completing an Attack Run (they may not shoot while doing so but may be intercepted as usual).

Dispersed Formation (DF): Some Infantry Squads operate in a widely spaced formation, limiting the effect of a single hit to lone individuals. Infantry which operate in this way are represented by an entry on the Core Stat Sheet by the letters **DF** in the 'Special' section. Such Units can only ever sustain 1Dp per hit.



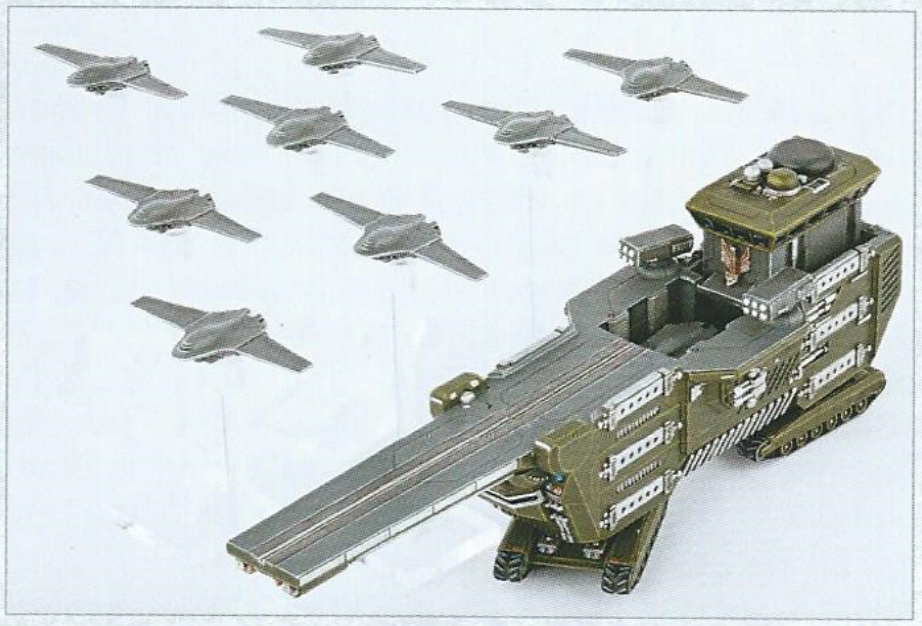
SPECIAL WEAPON RULES

Devastator Weapons (Devastator-X): These potent weapons are designed to inflict massive damage to large targets once their armour is penetrated, often by exploding inside or simply through exceptional stopping power. These weapons are represented by an entry on the Weapons Stat Sheet with Devastator followed by a number (e.g. Devastator-2) in the 'Special' section. This weapon does the normal number of damage points times this number against Vehicles and Aircraft.

Strafing Weapons (Strafe): These rapid fire weapons are designed to cut a path through multiple targets. A strafe weapon may allocate its shots to multiple targets, providing that each target Unit/ Structure is within 3" of another Unit targeted by this weapon and may normally be fired upon (i.e. is in Line of Sight, range etc).

Fragmentation Weapons (Frag-X+): Fragmentation weapons have a wide area of effect but are not an all enveloping explosion, but usually a storm of flying shrapnel which may hit any unlucky enough to be in the blast. These weapons are represented by an entry on the Weapons Stat Sheet with Frag followed by a dice roll value (e.g. Frag-3+) in the 'Special' section. This weapon is always a Blast weapon as well, but does not automatically affect every Unit under the template. Instead, each is only affected on a D6 roll equal to the Frag value. This roll is unaffected by any modifiers (as they would have already taken effect when the weapon rolled to hit).

Focus Fire Weapons (Focus-X): Focus Fire weapons work in concert with other copies of the same weapon to achieve far greater power and lethality than can be achieved individually against armoured ground targets. This may be a design aspect of the weapon itself or it may simply represent the superior teamwork of the shooters. These weapons are represented by an entry on the Weapons Stat Sheet with Focus followed by a number (e.g. Focus-2) in the 'Special' section. Multiple hits against the same Vehicle from identical Focus Fire weapons fired by a single Squad in Coherency may Focus Fire. One or more Hits may be discarded, and the Focus Fire value (e.g. Focus-4) of each discarded hit may be added to the Energy (E) value of another hit (up to a maximum of E-13).



Through Cover Weapons: These weapons feature a system which can circumvent some forms of cover and concealment. Shaltari Microwave cannons and air-bursting shells are typical examples of such weapons. Through cover Weapons ignore Soft Cover.

NB: This weapon type has already existed in the text of the Shaltari Microwave Cannon, but since it is now being used more widely we have added it as an official weapon type for efficiency.

Barrage Weapons (Barrage-X): Some weapons send forth such a storm of projectiles that they are able to overcome the countermeasures of their target through sheer weight of fire, these weapons are commonly known as Barrage weapons. These weapons are represented by an entry on the Weapons Stat Sheet with **Barrage** followed by a value (e.g. **Barrage-2**) in the 'Special' section. Barrage weapons do not have a fixed **R(C)** value but rather one dependent upon the total Barrage value used for the shot. Use the table below to determine the countered range and available blast template size for the shot. All Barrage weapons use the Indirect Fire and Area weapon rules, except that a roll of 1 to hit is not ignored as a miss. Note that you may project a small template further than a larger template for the same Barrage Value. Shots marked in red gain Devastator-2 or may double their Devastator value if they already have one. Note that you may use a smaller template at shorter ranges to achieve this if desired.

	BARRAGE VALUE											
TEMPLATE SIZE	1	2	3	4	5	6	7	8	9	10	11	12
SMALL	12"	18"	24"	30"	36"	42"	48"	54"	60"	66"	72"	78"
MEDIUM	6"	12"	18"	24"	30"	36"	42"	48"	54"	60"	66"	72"
LARGE	N/A	6"	12"	18"	24"	30"	36"	42"	48"	54"	60"	66"
DIRECT TO STRUCTURE DEMOLISHER VALUE	1	1	1	2	2	2	3	3	3	4	4	4

To determine the weapon's **R(F)** value and template size (for firing at a target without Active Countermeasures) use the same table as above, but double the Barrage value to a maximum of 12.

When shooting directly at a Structure, the shot has a Demolisher value equal to that shown on the table for a given Barrage value (use the small template line to determine maximum range). Note that as most Structures do not have Active Countermeasures the Barrage value is usually doubled. The Demolisher value is NOT doubled as it would be for normal Area weapons against Structures. Barrage weapons may not fire directly at infantry inside Structures (they are too imprecise for that!)

If a Squad contains multiple identical weapons with the Barrage rule they MUST all fire as a battery at the same target, combining their shots for greater affect. Add together the Barrage values of all identical weapons in the Squad to determine the shot's Barrage value. Range and Line of Sight can be measured from any Unit in the Squad.

Corporal Huxley was jerked awake by a sudden lurch as his Condor hit the cloudbank above Atlantia City. He was heading straight for deeply infested enemy territory, his orbital barracks had been destroyed only minutes ago; he'd almost died whilst he was sleeping! He couldn't believe it. What a way to lead!

Casting his eye around the interior of the Bear APC which might soon become his coffin, he saw that his 'superior' officer, Sergeant Quincy, wasn't exactly upholding the honour of the Legion either. He was looking distinctly green in the face and hadn't said a word since the Aurum's Grace had been destroyed during their drop cycle by a surprise enemy incursion. It turned out the enemy did still have some atmospheric fleet presence in this forsaken system after all.

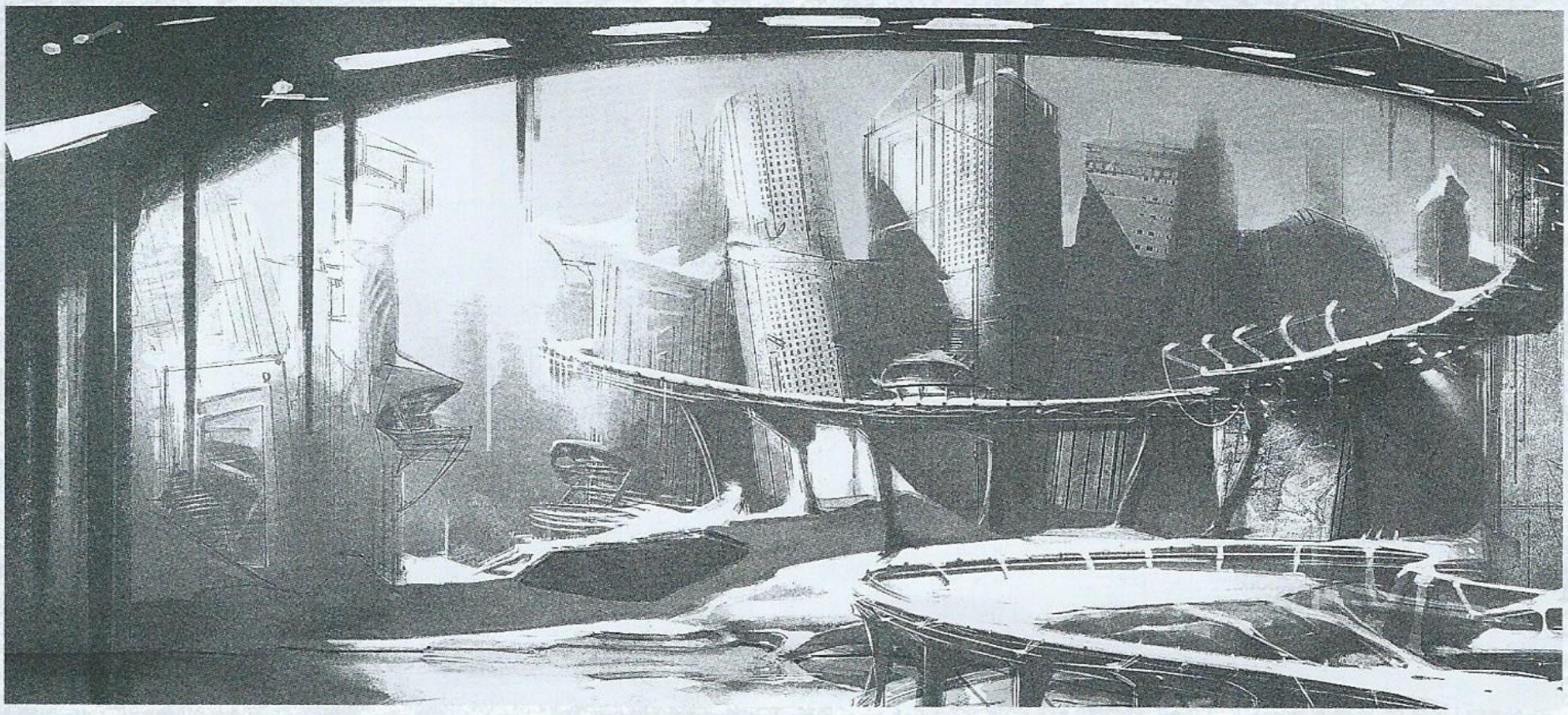
Looking at the rest of his squad, he saw Charlie in animated conversation with a very sick looking Jonson ,who was still trying to rid his helmet of stinking vomit. "It's called a Stetson", stated Charlie in a lazy drawl, "saw the thing is a history book and thought it might suit me."

"You and your goddamn Twentieth-Century crap..." muttered Jonson, who perhaps still had some breakfast left to part company with, given his expression. Alma was looking stoic, she always did it seemed – maybe losing all three of your brothers to June 6th does that to a person. Hagnaar was still checking the chamber on his weapon every two minutes. Ahh well, can't be helped, thought Huxley to himself, the big guy will fight just fine when the time came, he looked the type.

"Two minutes" stated their pilot, Logun, in a flat tone. He'd been flying the Condor by eye and basic instruments since their optics were wiped out by flying debris in their narrow escape from the Grace. Landing virtually blind in an extremely hot LZ was bad news, verging on suicide. Good job the grunts didn't know. Logun had wisely announced this little piece of doom only to the NCO's; otherwise the others might be looking more like my old mate Quincy right now, mused Huxley.

"Right men. Here's the plan" shouted Huxley in a robust 'walk in the park' sort of voice, "AHQ wants the north-east outer quadrant structures cleared of Jellyheads by sundown. Fleet has been sending in precision ordnance for days but there's bound to be a few of 'em left skulking around down there. This mission is clean and sweep, pure and simple. Kill anything that moves that isn't us. That includes non Colonial humans too. Word is, the locals hate our guts and have been causing problems for some time. Gotta love human nature". He got no laughs for this, he didn't really expect any. "Wheels down in one, ready weapons. Watch your spacing and stay focused. This is our first combat deployment and I expect you to keep it together. Let's do this!" He did get something of a cheer for that at least.

Huxley was just wondering what to do with Quincy when a Scourge AA strike solved the problem for him. A rippling, coruscating band of white hot energy ripped a chunk from the Bear's hull, and with it, most of Quincy's face. As freezing air poured in and blood spattered his face, Huxley cried, "SitRep!... Logun?!", "Engine four toast, two and three goi... BRACE BRACE BRACE!" Seconds later, the Condor ploughed into the snow covered concrete, grinding on for some time before screeching to a cacophonous halt.



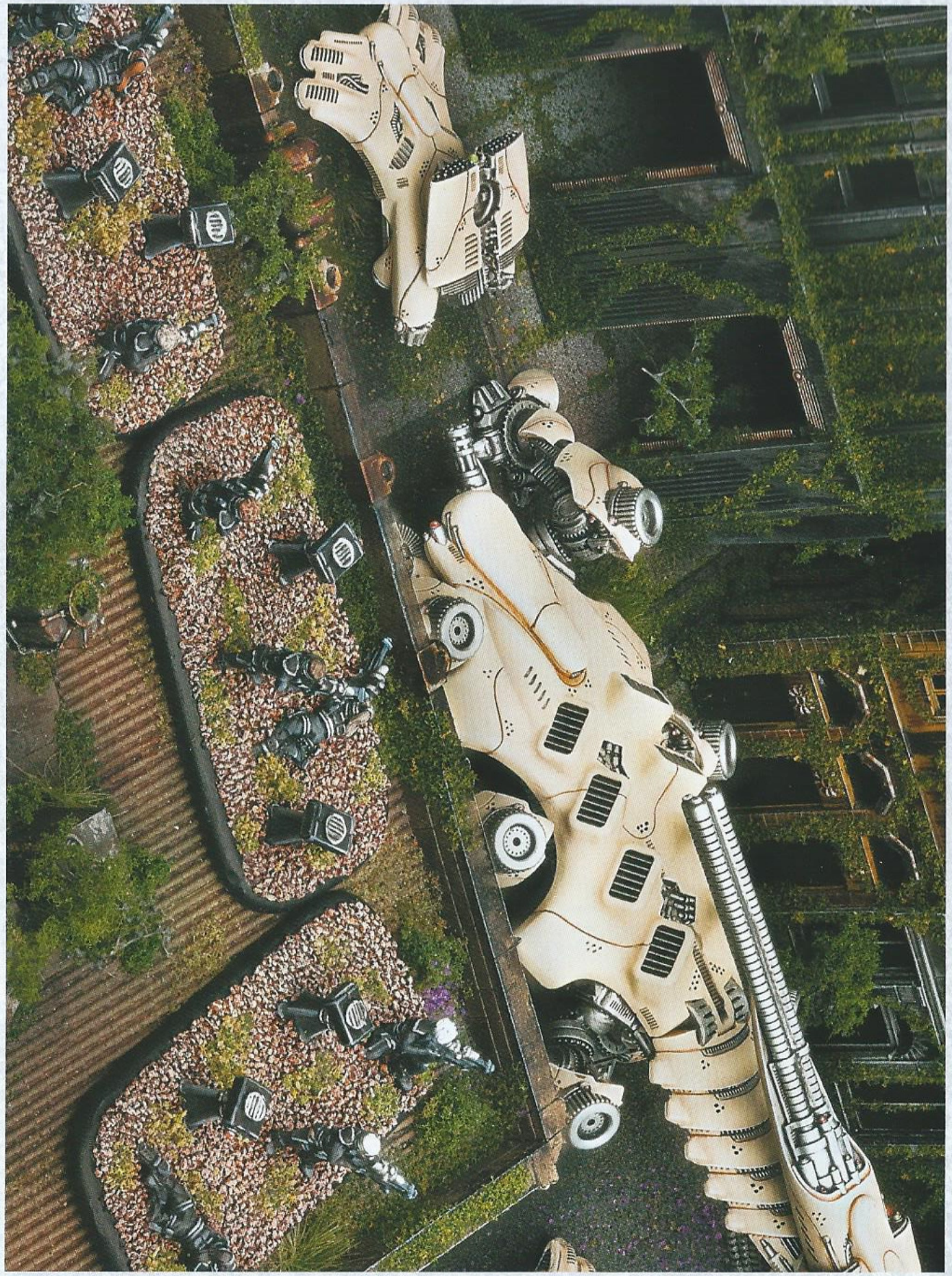
Huxley returned to consciousness in a swimming daze of heat, ash and blood. Judging by the flames still licking the mangled interior of the Bear, he'd only been out for a few seconds. "Up, Corp, let's get the hell out!" He cast his eyes around briefly, got a glimpse of all that was left of Quincy, Jake and Ramirez and caught the eye of the woman slapping his face with such force as to leave scars. "UP. NOW!" roared Alma, somehow totally in control despite the carnage. As he dragged himself to the disembarkation ramp he saw what was left of the Condor's second Bear. Not much at all it seemed, judging by the screams emanating from the tangled remains, chilling the blood far more than the icy air.

He more or less fell from the wreck of the APC, which was fortunate, as a fusillade of plasma rifle fire lit up the area where his head would have been, had he been able to stand properly. He slid into a freezing ditch and crashed into the prone remains of his squad. "Head down Corp", said Alma with icy calm, "At least ten Jellys just over this ridge in structure, fifteen meters". "My weapon?" Asked Huxley with a leaden sort of certainty, "Well", replied Alma, "it was you or your precious launcher so I chose you. Shame really, there are two Hunters approaching from the north and we could do with some punch right now."

Huxley was fast regaining his senses and, to his relief, control of his body as well. He guessed it was time to become a leader of men again rather than some sort of helpless victim. "Who's still here?", "Well, there's me, Hag, Charlie, Jonson, Spike, Nadia, Zell, Kaine and what's left of you of course.", "Shut it. I'm fine," snarled Huxley. "We have to move right now, get into the cover of that structure, fight our way in", he declared, "they'll be on us in minutes. Don't fancy being caught in the open by tanks. No time for plans. Ready?" He got a resigned round of affirmations from the remains of his squad. He unholstered his sidearm and barked "GO!"

As they charged across open ground they were met by a merciless hail of plasma fire. Spike took two in the chest and burned to ash almost instantly from the inside out, followed quickly by Jonson, who had enough time to scream in terrible agony before his vomit-caked head was atomised by another strike. The rest of the squad dived through the shattered windows of the structure a split second later, rolling into awkward firing positions right amid the heart of an entire enemy squad.

UCM



THE UNITED COLONIES OF MANKIND

Status as of Feb 11th, 2671AD (D+251)

251 days have elapsed since the United Colonies of Mankind launched its epic and fateful Reconquest campaign by assaulting the Cradle World of Eden Prime with irresistible force. So far, this greatest of efforts is progressing relatively well, with major operations launched against three Cradle Worlds in less than a year and Eden Prime is likely to be fully cleansed shortly. However, events have not gone entirely to plan...

MANKIND GOES TO WAR

Almost total surprise was achieved and the rapid and merciless stratagems of the mighty Colonial Fleet (the UCMF) were able to reduce the enemy naval presence in the system to debris in short order. With total command of the void, strike carriers and bulk landers were able to drop over eight million men onto the surface of the planet on D-day Eden alone. Despite taking losses unheard of since the Scourge invasion, a firm beachhead was established and early operations declared a resounding success.

Since this spectacular start however, schedules have started to slip. The northern regions of Eden Prime are still mostly in enemy hands and early operations on other Cradle Worlds have not progressed perfectly. With the element of surprise mostly lost, the enemy had been preparing for the assaults they must have assumed were inevitable. After seventy-four days the invasion of Elysium Prime is progressing reasonably well (if slower than expected) and it's too early to make judgements about the progress of the Shangri-La campaign, as it is only six days since D-day there, although troops have successfully made planetfall.

EARLY SETBACKS

The situation in the void surrounding Olympus Prime is the biggest concern to the UCM High Council at the moment. The Scourge appear to have chosen this system to make a stand in space. Unlike the other systems attacked so far, the enemy has thrown wave after wave of naval reinforcements at the UCMF, causing great losses on both sides. This battle is still very much in flux, with landings occurring on the orbital platforms to try and deactivate the defence grid, currently under Scourge control. This cataclysmic fleet engagement has resulted in other sectors being stripped of ships and the surface invasion of Olympus Prime being postponed.

Only small expeditionary forces have been sent to the other Cradle World systems at this point. It is beyond the resources of even the UCM to attempt to attack all seven Cradle World systems simultaneously. Of these recon missions, the loss of contact with the expeditionary force sent to the Asgard system is most troubling; as it appears that the PHR had a hand in the small disaster that occurred there.

Ultimately, no plan survives contact with the enemy, as the UCM military leadership is well aware. The failings of the Reconquest so far amount to minor setbacks in their view and the population at large is jubilant about its progress. Not a day goes by without news of more cities liberated, more enemy battleships destroyed and more scenes of triumph being shown by the state news agency. Whether this understandably one-sided propaganda will be enough to maintain the people's enthusiasm remains to be seen, although this will surely be tested as more sons and daughters return home in boxes.

FRESH FROM THE PRODUCTION LINE

The UCM is constantly improving and updating its military hardware. Due to the rigorous demands of war and the civilisation's almost total focus towards the Reconquest, such innovations are occurring rapidly. Where pre-war designers would sometimes take ten years to get a design from the drawing board into service, the UCM has been known to achieve the feat in six months.

Most new designs currently making their battlefield debuts were designed before the opening of hostilities but are only just reaching the frontlines. Some aim to fill a particular niche. For example, the flamethrower equipped Fireblade light tank was developed as a response to the amount of close quarter urban combat the Reconquest was projected to involve. The existence of Resistance forces made such battles all the more likely, as occupied areas could not simply be levelled from orbit for fear of slaughtering thousands of fellow human beings.

The Ferrum class Drone Base is a particularly notable new addition to the UCM's arsenal. This monster was not created to combat a specific threat, but rather to create new tactical possibilities. With the Ferrum's drone swarms, enemy tanks and aircraft could be hunted down, all the while spotting for new artillery units, such as the Longbow.

Some units are appearing for the first time only recently, despite being in the arsenals of the colonies since the outset of the campaign. In the case of the Eagle heavy gunship, this unit was restricted to second wave operations as it is a high value asset extremely vulnerable to anti-air fire of all kinds. Only when the enemy's largest AA assets (such as captured Aegis ODL's) were neutralised could flights of deadly Eagles be permitted to enter the fray.

As new threats emerge and as the Reconquest plan enters its second phase, it is certain that UCM military engineers will continue to innovate, discovering new ways to inflict punishing losses on the enemies of mankind.

PRAETORIAN SNIPER TEAM

Praetorian Sniper Teams are elite sharpshooter units, drawn from the already select ranks of the Praetorian special forces. In addition to honing their formidable marksmanship skills, sniper training enhances surveillance and fieldcraft skills, allowing operatives to double as forward observers. Praetorian Snipers can also employ their prolific abilities and high powered rifles in a limited anti-air role. While they cannot engage fast moving aircraft, they can pick out weak spots in loitering fliers, such as fuel lines and engine intakes. Snipers operate alongside Digital Ghillies, artificial constructs which function both as spotters and urban optical camouflage generators. They function by projecting an optical distortion field over windows and vantage posts, thereby disrupting enemy fire. This wide range of abilities makes Praetorian Snipers excellent multi-role troops, able to eliminate multiple threats with lethal precision.

Praetorian Snipers	A	Mv	CM	DP	Pts	Type	Category	CQB	F	S+C	Special
	2	2"	N/A	3	36	Infantry	Scout	2	3+	3/4 B2B	Dodge 4+, D-Ghillies*, DF

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
UM-1 Sniper Rifles	4	3	2+	∞	18"	0"	F/S/R	Sniper, RW-1, SA-7**

Transport: 1x Raven-A Light Dropship (3 units only) or 1x Bear APC (4 units only). In addition, may share 1x Condor Medium Dropship with another Sniper Team or Praetorian Team, providing they are both mounted in Bear APC's.

* **Special rule - Digital Ghillies:** *This piece of equipment creates an optical distortion field ahead of sniper teams, making them difficult to pick out clearly. Any weapon firing against Praetorian Sniper Teams suffers a +2 modifier to its accuracy (Ac) value (to a maximum of 6+). Flame weapons ignore this modifier. Note that this modifier takes effect in addition to other modifiers (such as Soft Cover).*

** **Special rule - Precision Small Arms:** *Praetorian Snipers are expert marksmen armed with heavy calibre, high velocity rifles. As such, they can be a threat to loitering enemy aircraft by targeting poorly armoured, vulnerable areas. When using the Small Arms (SA) rule, this weapon may use its full R(f) and R(c) values, rather than the standard 6". However, this requires careful aim, and therefore this weapon cannot be used in Reaction Fire.*

EAGLE HEAVY GUNSHIP

The Eagle is essentially a weaponised variant of the Condor which scarifies its transport capacity in favour of devastating firepower. The Eagle packs a pair of heavy railguns as well as two independently targeting multi-rocket pods. This allows the Eagle to lay waste to virtually anything on the ground!

While not as agile or aggressive as its smaller cousin the Falcon, it makes up for this with superior firepower and survivability. Indeed, the Eagle is best employed at the extremes of its effective range, allowing it to stay out of reach of most return AA fire. However, it represents a high value target for roving enemy fighters, and generals would do well to provide AA cover for this terror of the sky.

Eagle	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	5	18"	A	3	110	Aircraft	Support	1, Wide	L	N/A

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Twin Heavy Railguns	11	2	3+	∞	24"	6"	N	N/A
Multi Missile Pods	9	2	3+	36"	9"	6"	F/S(Right)	N/A
Multi Missile Pods	9	2	3+	36"	9"	6"	F/S(Left)	N/A

FERRUM CLASS DRONE BASE

The Ferrum Class Drone Base is one of the most titanic ground vehicles ever produced by the UCM. It is only manufactured on the world from which it acquired its name, the industrial powerhouse of Ferrum. Like many UCM vehicles it is a recent development and has only just entered frontline service with the Colonial Armoured Corps. The Ferrum has a single purpose on the battlefield, to deploy and control Starsprite drone squadrons. A single Ferrum can control a squadron of up to eight drones at any one time, and can replenish the swarm from its voluminous internal hangar should any losses be sustained.

Despite their small size, Starsprite UAV's carry the latest in UCM optical hardware coupled to a compact but lethal payload of UM-110 'Golden Arrow' missiles. While this weapon individually lacks the punch of its larger cousin, it can be employed to lethal effect when a group of drones act in concert. By constantly sharing targeting data, multiple munitions can be brought to bear on vulnerable areas with mechanical precision. Starsprites can also turn their missiles on other loitering aircraft, making them a lethal and ever present threat to almost everything on the battlefield. Since AI's of all kinds are susceptible to hacking on the modern battlefield, the Starsprites are only semi-autonomous and rely on intensely powerful local command signals and human input from the Ferrum itself. This control system is difficult to hack due to its potency, since the Starspirites will effectively ignore all input from weaker sources. However, the downside of such a system is that the Ferrum itself must remain in relatively close proximity its Starsprites, making its presence on the battlefield essential. Like almost all UCM vehicles, the Ferrum can be deployed from the air direct to the frontline, in this case by an Albatross Heavy Dropship.

Ferrum Class Drone Base	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	7	3"	A	5	165	Vehicle	Support	1 Standard	Drone Base*, Rare

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Twin UM-5 Gatling (Left)	3	4	4+	24"	12"	3"	F/S (Left)	N/A
Twin UM-5 Gatling (Right)	3	4	4+	24"	12"	3"	F/S (Right)	N/A
Point Defence Launchers	6	2	3+	36"	9"	3"	F/S/R	AA, SC

Transport: 1x Albatross Heavy Dropship (1 unit only)

* **Special rule - Drone Base:** *During its first activation a Ferrum Class Drone Base may deploy a squad of up to eight Starsprite Drones (the normal rules for transports apply). However, if the Ferrum is destroyed then all Drones onboard and those deployed by it are instantly destroyed as well. In subsequent activations, the Ferrum may replenish up to four losses from the Drone Squadron by deploying new ones at the start of its activation, before existing Starsprite Drones activate. It may deploy an unlimited number throughout the game, but only eight may be in the air at any one time. The newly deployed Drones do NOT have to fly into coherency with previously deployed Dones.*

STARSPRITE DRONES

Starsprite Drone	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	3	30"	A	1	N/A	Aircraft	Scout	8 Standard*	Tiny	Cloud*

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
UM-110 'Golden Arrow'	6	1	3+	24"	6"	15"	F	Focus-4, AA (may not Reaction Fire)

* **Special rule - Cloud Formation:** *Starsprites fly in tight, close formation in order to combine fire and share targeting information. Any AA weapon with multiple shots firing against a squadron of Starsprite drones in coherency may allocate each shot to separate targets within the squadron. Normal rules for range and line of sight still apply.*

LONGBOW HOWITZER

The Longbow is a one-man crewed, multi-role artillery unit, built around a rotating self-loading ammunition chamber, in much the same manner as a revolver of old Earth. On the Longbow, this can be rotated to select one of three different rounds; armour penetrating (anti-tank), high explosive blast (anti-light vehicle/ structure) and Smart Smoke.

Smart Smoke can be dispersed over friendly units to screen them from enemy fire or can be used offensively to disrupt enemy fire. It's a particularly innovate creation from the UCM experimental Sci-Tech labs, as it carries an exothermic component to skew thermal imaging. The round also delivers micro-drones, which facilitate the instant breakdown of the smoke on command, allowing friendly shielded units to open fire with a clear view when needed.

The Longbow is designed to be carried into the fray by the Raven-B Light Dropship, giving UCM commanders the flexibility and speed needed to deploy and re-deploy at speed. It is surprisingly large (slightly larger than a Sabre MBT) for a Raven-B portable unit, a fact which can be explained by its relatively low combat weight and modest armour protection.

Longbow Howitzer	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	7	0"	A	1	30	Vehicle	Support	1-4 Standard	N/A

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Armour Piercing	10	1	2+	∞	24"	0"	F	Alt-1, IF
Fragmentation	8	1	2+	∞	24"	0"	F	Alt-1, IF, Area-M
Smart Smoke	N/A	1	2+	∞	24"	0"	F/S/R	Alt-1, IF, Smoke*

Transport: 1-4x Raven-B Light Dropships (1 unit each). A Raven-B Light Dropship is compulsary transport option per Longbow. The Raven-B Light Dropship may be upgraded with missile pods for +0pts.

* **Special rule - Smart Smoke:** *This ability counts as a weapon shot and follows all the normal rules for weapons. This weapon may also be fired against friendly Units (in other Squads), in which case the R(F) value may be used against friendly Units with Active Countermeasures. A successful hit affects the entire Squad to which the targeted Unit belongs. Weapons fired by Units in this Squad suffer a +1Ac modifier. Weapons fired against Units in this Squad suffer a +1 Ac modifier. This effect is cumulative up to a maximum of +2 and normally remains in effect until the Longbow's squad is next activated. If every Longbow in the squad is destroyed then the effect is removed instantly. The effect may be removed prematurely from any targeted friendly Units at any time during their activation.*

KATANA LIGHT TANK

The Katana is built upon a lighter, nimbler version of the more common Sabre-type chassis. In a further effort to save weight, UCM military engineers have also adopted a less power-hungry weapon system; a twin high-velocity cannon, the UM-88T. This armament has a superior rate of fire to the more common railgun, although it does not have quite the same punch or range.

Katanas are typically deployed as flanking units and in theatres where extended time in the field are required. As such, they are becoming an increasingly common sight in UCM advance strike forces and even as armoured support for mobile scout groups. Due to its somewhat lower tech configuration than the Sabre it can also be manufactured in smaller, less advanced facilities than the vast armour works on Ferrum.

KATANA	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	6"	A	1	33	VEHICLE	STANDARD	3/6/9 STANDARD	SMOKE LAUNCHER*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
TWIN CANNON	9	2	2+	48"	18"	6"	F/S/R	N/A

Transport: 1 x Albatros Heavy Dropship (9 units each) or: 1-3 x Condor Medium Dropships (3 units each). May share 1 x Albatros Heavy Dropship with another Katana Squad or Fireblade Squad. The total number of vehicles must equal 9.

* **Special rule - Smoke Launcher:** *Once per game, when no units in this squad shoot, the squad may instead use its smoke launchers during its activation. Weapons fired against units in this squad suffer a +2 Ac modifier until it is next activated. Using Smoke Launchers does not count as shooting.*

FIREBLADE LIGHT TANK

The Fireblade is based on the same chassis as the Katana and features the same increased speed as its sister. Unlike the Katata, the Fireblade has a very specific battlefield role; to expunge enemy infantry from structures with its formidable flamethrower!

FIREBLADE	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	6"	A	1	32	VEHICLE	SUPPORT	3/6/9 STANDARD	SMOKE LAUNCHER*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
FLAMETHROWER	4	6	3+	6"	6"	6"	F/S/R	FLAME

Transport: 1 x Albatros Heavy Dropship (9 units each) or: 1-3 x Condor Medium Dropships (3 units each). May share 1 x Albatros Heavy Dropship with another Fireblade Squad or Katana Squad. The total number of vehicles must equal 9.

* **Special rule - Smoke Launcher:** *Once per game, on a turn when this unit does not fire a weapon, it may instead use its smoke launchers. Weapons fired against this Unit suffer a +2 Ac modifier. This effect applies until this unit is next activated. Using the Smoke Launcher does not count as firing a Weapon, so may be used in the turn it deploys.*

GENERAL ARTHUR J. WADE

General Wade is one of the rare breed of UCMA officers with decades worth of real, frontline experience. While the Academies of Aurum and Ferrum turn out thousands of well versed, capable officers each year, very few had any real combat experience at the outset of the Reconquest.

General Wade cut his teeth combating the Wolfrum Penal Insurrection of the 2650's - a dirty, brutal conflict fought on the harshest of battlefields. There he learned to act swiftly and decisively when crushing a guerrilla-style insurgency and displayed an aptitude for personal command. His desire to remain in the field and lead his troops personally has prevented him from being promoted further; he has made it clear that a desk job at AHQ would be slow death for a man of action who needs to feel the pulse of war to operate effectively. Since the Wolfrum Insurrection he spent most of the years leading up to the Reconquest battling Shaltari forces on Argenta, whose aggressive motives there remain unknown.

His experience and leadership style makes General Wade a formidable asset to the UCMA whenever precision strikes are preferred to massed engagements. His daring dropship assaults and widespread use of armoured units to deliver surgical hammer-blows to the enemy's weakest point have only increased his growing reputation as a skilful and daring commander. He is currently being re-assigned to the battlefront of Star-Casablanca on Eden Prime, where it is hoped his considerable experience will help reverse the critical situation there before the battered UCM frontline collapses.

General Wade previously preferred to take to the battlefield in specially modified armoured vehicles not originally designed for command roles, such as the Gladius. Recently, he has been selected to take part in the testing program for the experimental Broadsword Super-Heavy tank, a chance this most combat-hungry of Generals has leapt at. The Broadsword offers superlative protection and killing power in a lightweight, orbital-drop capable package – a perfect match for one of the UCM's most decorated and aggressive frontline commanders.

Special Rules:

280pts - CV5 - Radius24"

Mount: *General Wade is mounted in a Broadsword Super Heavy Tank, the rules for which are below:*

WADE'S BROADSWORD	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	10	4"	A	4	N/A	Vehicle	Command	1	N/A

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Godslayer Railgun	12	1	2+	∞	24"	4"	F/S	Devastator-D3

Transport: 1x Condor Medium Dropship

Dropship Master: *General Wade always prefers to act with swift aggression in combat and has very little time for long term ground engagements. All Squads in an army including Wade MUST be mounted in aerial transports before the game begins, unless the scenario chosen dictates otherwise.*

Armoured Fist: *If General Wade is chosen, the points cost for Gladius tanks is reduced to 55, Scimitars reduced to 40 and Sabre Tanks reduced to 35. Ferrum class Drone Base's, Longbow Howitzers and Praetorian Sniper teams may not be chosen.*

Special Command Cards: *Insert one copy each of the cards 'Wade's Fist', 'Armoured Spearhead', 'Swift Action' and 'Tactical Redeployment' into the regular UCM Command Card Deck before the game begins.*

LIEUTENANT-GENERAL LUCIANA M. CATO

Luciana Cato began her military service with the UCMF as a Fighter Command ensign aboard the Strike Carrier Richthofen. An example of the Augusta class, this ship featured larger fighter bays than the more modern New Orleans since it was designed for atmospheric protection missions rather than orbital combat drops. Aboard the Richthofen, Cato quickly advanced through the ranks and became notorious for her fiery temper, rebellious streak and brilliance as a fighter pilot.

She survived many months of deadly combat against Shaltari pilots over the skies of Argenta, scoring 43 confirmed kills, making her the most successful fighter ace of the conflict. However, in the closing stages of the war, her Archangel Mkl sustained multiple hits from AA fire and although she was able to limp back to the Richthofen, she was badly injured. She lost an eye, her left leg just above the knee and all the fingers on her right hand. Although all these losses were replaced with prosthetics, she became frustrated with their lack of finesse and speed, compared to her real body parts. Her performance as a pilot suffered, and she vowed to take up a new challenge rather than take on a leadership role in the Fleet, a position which would put her far from the frontlines.

Instead, she chose to transfer to the UCMA and try her hand at ground combat. She excelled here as well and to her surprise found that the army viewed her legendary fire and fighter pilot's instinct as useful qualities in a field commander, given the right mission. Although only a Lieutenant at the outset of the Reconquest, she has advanced through the ranks at breathtaking speed and was recently promoted to Lieutenant-General after her faultless leadership display after the death of her superior in the battle for the Spires District, New Troy.

Her years in the UCMF have not been forgotten though, and she still retains close ties with her old colleagues in the Fleet. Due to this (and perhaps due to her still legendary temper) she seems able to call on more fighter support than any other UCM General would ordinarily expect. Her firsthand experience of the life of a fighter pilot gives her great empathy with the 'flyboys' usually taunted by army soldiers, making her the most effective coordinator of close air support on the frontline anywhere in the Reconquest. Cato prefers to take to the battlefield in a command-modified variant of the Ferrum class Drone Base, from which she likes to fly drone fire missions personally and manually, giving her a taste of the aerial combat denied to her since her wounding.

Special Rules:

290PTS - CV4 - RADIUS22"

Mount: *Cato is mounted on a Ferrum Class Drone Base. This follows the regular rules, except that its category is Command. You may not take any other Ferrum class Drone bases in armies containing Cato.*

Fighter Ace: *You may re-roll one missed roll to hit per turn on a single drone and one drone per turn may Reaction Fire. These do not have to be the same Unit (as Cato can swap between drones instantly but can only take personal control of one at a time).*

Close Air Support Master: *All Troops in an army containing Cato count as Forward Air Controllers. The points cost for Archangels is reduced to 62 and Seraphims reduced to 100. The Colonial Fleet Air Wing Battlegroup gains an additional Air choice for Clash and Battle sized games. If Cato is killed, Fast Movers may only make Attack Runs and Intercepts on a roll of 4+, regardless of modifiers.*

Special Command Cards: *Insert one copy each of the cards 'Alpha Strike', 'My Friends in the Fleet', 'Quick Temper' and 'Rebellious Streak' into the regular UCM Command Card Deck before the game begins.*

SCOURGE - BACKGROUND

THE SCOURGE

Status as of Feb 11th, 2671AD (D+251)

Although the Scourge have suffered some crushing defeats in the early days of the Reconquest they are a very long way from being a beaten force. Despite being assailed by the largest assault mankind could muster, the Scourge are still offering tennacious opposition in the north of Eden Prime and on much of Elysium and Shangri-La. The other Cradle Worlds are all still firmly within their iron grasp, and it will take enormous strength and sacrifices to wrest these realms from their clutches.

Meanwhile, the Scourge are enacting schemes of their own. Caught by surprise by the sheer ferocity of the UCM's opening play, the aliens have now had time to take stock and regroup. Wave upon wave of lethal vessels are at this moment being sent to thwart the UCMF's attempt to gain void superiority in the Olympus system. The vile aliens have already succeeded in postponing the ground invasion and a decisive defeat over Olympus Prime would be ruinous to the UCM's plans.

AGEING HOSTS

The biggest concern to the Scourge, according to Resistance observations is not the threat of human retaliation for their past atrocities. The real problem eating at the core of Scourge strength appears to the relentless ticking of biological clocks. Although Scourge neuroparasite implantation halts the ageing of the host, the parasite itself is not immortal. UCM astrobiologists estimate that the Scourge's natural lifetime rarely exceeds 200 years, although this is just an extrapolated figure based on the final deterioration of the previous hosts, the lizard warriors, compared the state of human hosts. Only another forty or so years will truly reveal whether this hypothesis is accurate.

It is beyond doubt, however, that Scourge hosts taken at the time of the invasion are beginning to show signs of parasite ageing. These include uncontrolled jerky movements, increased thirst and total loss of skin pigmentation. If anything though, these physical changes make such hosts even more dangerous, as the symptoms include a marked increase in savagery.

Taking new hosts is obviously the answer to this approaching crisis, although this is presenting its own hurdles. Hunting down the Resistance seems to have been deemed an inefficient use of resourses, as the Scourge would likely lose more hosts than they would gain in such an endeavour. The aliens' principle driving factor seems to be to increase in numbers at the expense of all other concerns. Finding hosts for fresh hatchlings rather than consigning them to an existence fused to a vehicle also seems to be an imperative. Perhaps the second option is unpleasant or it meets with failure more often than success – maybe every Scourge war machine has had dozens, even hundreds of young die so that one may eventually meld.

To combat the onset of host death and the need for new hosts, the Scourge have been perusing two separate schemes. The first involves the mass vat-borne creation of human bodies to infest. This process seems to have a high flaw rate and looks to be inadequate for maintaining Scourge numbers, although better than when applied to other hosts (such as Razorworms), which can only be created through slow breeding.

SEEDS SOWN

The second Scourge effort to find new hosts seems to be focused around the construction of a vast number of special starships, equipped with the rare technology of a cloaking device. These ships have been leaving Cradle World and Earth airspace in their hundreds for many years, bound for parts unknown. The present theory is that these make random unguided foldspace jumps all over the galaxy in search of large concentrations of carbon based life. If one is discovered, it is noded and an invasion fleet is sure to follow, assimilating all compatible life under the thrall of the Scourge. Seemingly unable to produce hosts fast enough for their purposes, this cycle looks destined to continue and eventually choke the galaxy in nothing but expired Scourge hosts.

While this (and especially the cloaking devices) makes the Scourge discovery of mankind's domains more feasible, alone it fails to explain how the aliens were able to discover each and every Cradle World before launching the invasion. The chance of finding a single human system purely by chance is remote. To find eight is stretching probability beyond reasonable limits. Most likely, the Scourge used newly converted human hosts to scout out and node the other systems aboard human ships.

A Scourge host is easily recognisable to those who know what to look for and today such activity would be unlikely to succeed, although back when they were unheard of such tactics might have worked. However it was done, the Scourge appear to be channelling the resourses of Earth and the Cradle Worlds to repeat the feat, something that mankind cannot allow to happen.

NEW HORRORS LURKING

The Scourge are a highly adaptable and nefarious race, always seeking out inventive ways of obliterating those that would oppose them and new forms in which to bestride the battlefield.

Surely the most feared of all newly observed Scourge hosts are the dreaded Destroyers. These biological hulks have the might to carry multiple heavy weapons and to crash through solid walls through strength alone. Such hosts surely please the Scourge lucky enough to inhabit one and it seems these are among the species brought by the invaders and bred specifically for the purpose.

The Scourge have also introduced new war machines since the invasions. Their heavily armoured assault walkers and their accompanying dropship, the Harbinger, seem to have been designed together as an unsubtle hammer with which to break enemy lines and hold ground. Such abilities will now be highly valued by the Scourge, who have suddenly found themselves fighting a defensive war they had not anticipated.

Even larger constructs are becoming more commonplace on the frontlines. The towering Annihilator in particular has become an infamous adversary due to its devastating firepower in concert with its self-deploy capabilities.

As the war continues to evolve, it is inevitable that more horrors will be created to adapt, as must only be expected of nature's most terrifying and accomplished predator.

DESTROYER PACK

Destroyers are the only remnants of a brutal and savage alien race, long since conquered by the Scourge. In much the same manner as the Razorworms, they are now bred specifically as hosts due to their prodigious power and intimidating stature. In battle, they use this strength to lug a pair of heavy weapons and to batter unfortunate enemies to a pulp! Destroyers serve the dual role of mixed fire support and room clearance, where they can clear and hold buildings with immovable and bestial force.

Each destroyer carries a Shard Cannon, a fearsome anti-infantry weapon equivalent to a UCM heavy machinegun. Due to its heavy calibre and sheer weight of fire, the Shard Cannon can even be effective against light vehicles. As a broadly conventional firearm, the Shard Cannon is able to mow down enemy troops at a far greater range than standard issue plasma rifles. Destroyers are also armed with a miniaturised version of the Plasma Cannon, the Plasma Charger. While it is only charged for a single shot, the effect of a volley from these weapons is often devastating!

Destroyers have been known to literally blast their way through solid walls with brute force akin to a wrecking ball. They are usually unfazed by enemy opposition and can be expected to enter a building with guns blazing, seconds before crashing through the wall!

	A	Mv	CM	DP	Pts	Type	Category	CQB	F	S+C	Special
Destroyers	4	2"	P4+*	3*	45	Infantry	Exotic	3	2+	2 B2B	DF, Tough*

Weapons	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Shard Cannon	5	6	3+	36"	12"	2"	F/S/R	RW-2, Alt-1, **
Plasma Charger	10	3	3+	6"	6"	2"	F/S/R	RW-1, L-1, Alt-1, **

Transport: 1x Intruder-α Light Dropship (2 units only) or 1x Invader APC (2 units only). In addition, may share 1x Marauder Medium Dropship with another Destroyer Pack, providing they are both mounted in Invader APC's.

* **Special rule - Tough:** *Destroyers are extremely resilient, large targets. Hits from Falling Masonry always damage Destroyers on a 5+. Destroyers have a Passive Countermeasures save of 4+ to represent their ability to shrug off apparently mortal injuries with distain!*

** **Special rule - Blast their way in!:** *Destroyers may enter a building through any wall, whether it has an entrance or not and may enter even if enemy troops are manning the wall. They may also fire weapons when entering, either at troops on the wall of the building they are entering or against the structure itself. They may do so if not normally allowed to and even when disembarking directly into the structure from a transport (measure line of sight from the transport when doing so - not that that's likely to be a problem!). If the building is destroyed in the process, then the Destroyers are all killed instantly.*

NB: *True-scale and Destroyers: Destroyers are so large that they require specially modified transports with expanding cargo holds. However, the normal miniatures can be used to represent these variants in their un-expanded forms.*

ANNIHILATOR

The Annihilator is a towering artillery walker of titanic proportions. Armed with the awesome Plasma Bombard, the Annihilator can decimate enemy units from a longer range than almost anything else in the Scourge armoury. Annihilators are only brought to the frontline against tenacious opposition, when the Scourge wish to utterly crush all those who oppose their will.

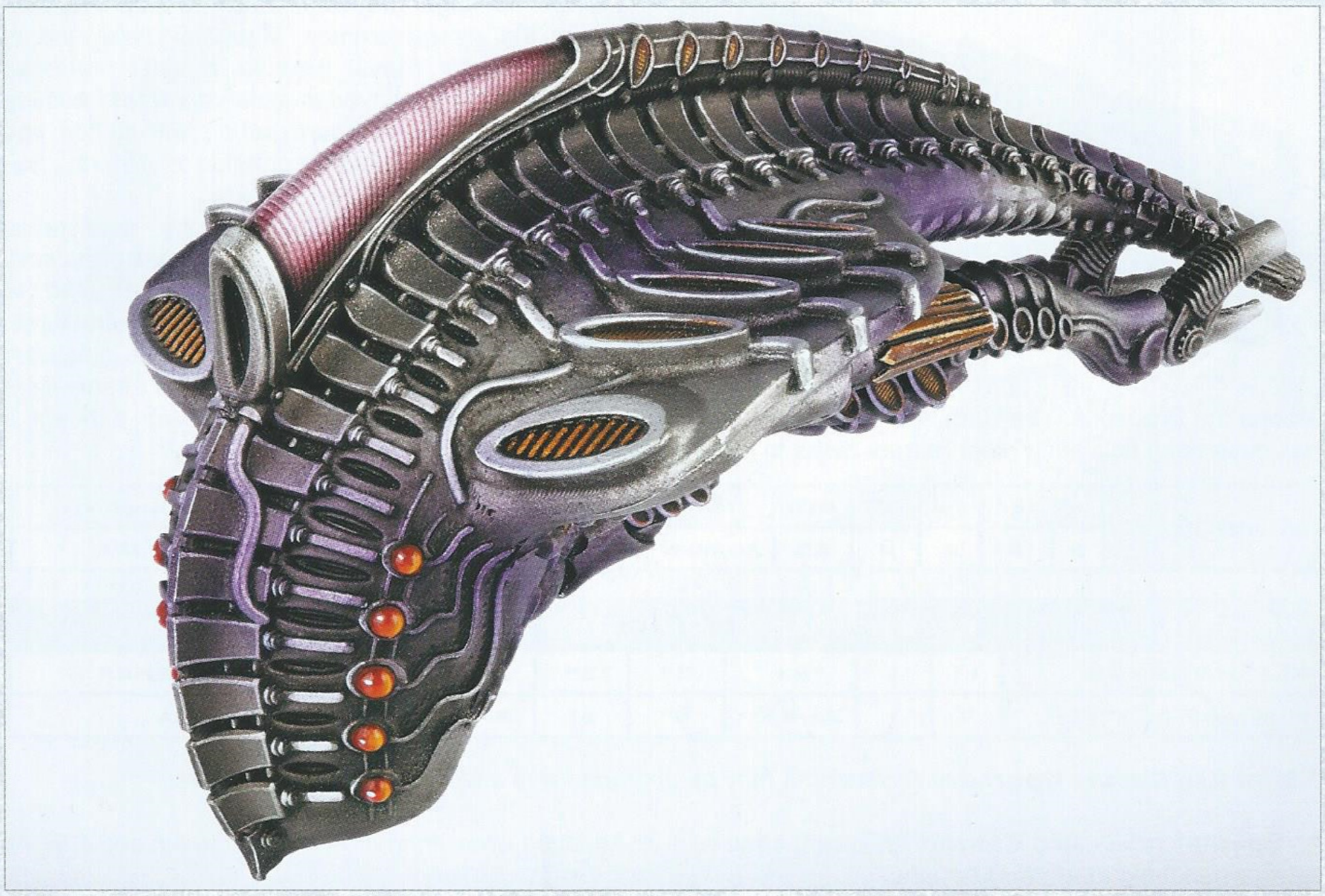
The Annihilator is an unusual vehicle in that it can transition to flight mode, thus dispensing with the need for a dropship. However, it cannot fire its weapon while airborne since all its power generators are required to keep its vast superstructure aloft. It is also more susceptible to crippling damage whilst airborne due to its running engines and precarious flight envelope.

Although they are mercifully rare, a single Annihilator can force an entire opposing force to change its battle plan. It's Plasma Bombard is an energy weapon of monstrous scale and earth-shattering power. Rather than a directed burst, the Bombard delivers death to a wide area, transforming whole enemy squads to molten glass in microseconds. Prudent adversaries have already learned to disperse their tank formations to try and minimise the carnage. Adding to this tactical nightmare, the Plasma Bombard fires its weapon in a high arc, thus allowing the Annihilator to rain fire from a concealed position.

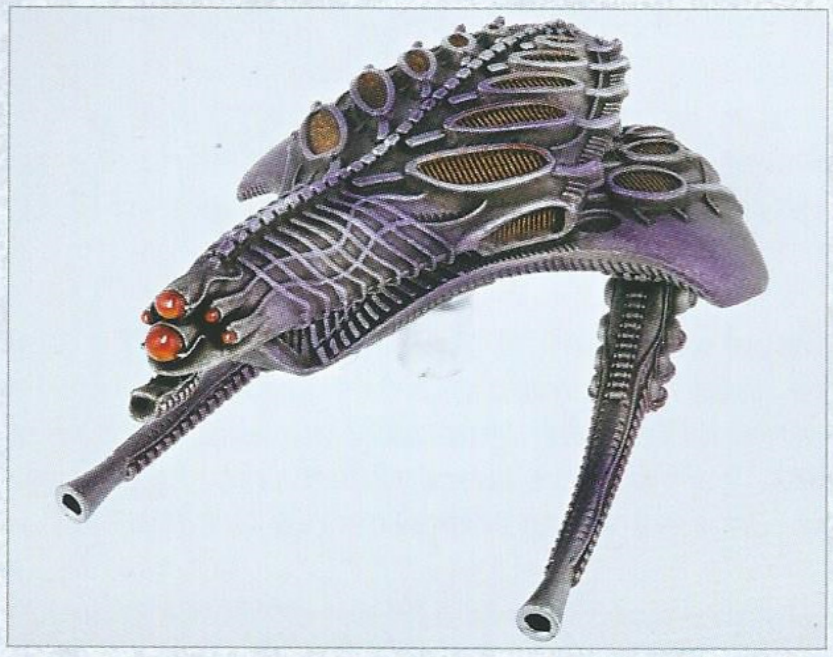
Annihilator	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
Ground Mode	7	2"	A	6	165	Vehicle	Support	1 Standard	N/A	Walker, Transition*
Flight Mode	5	18"	A	6	165	Aircraft	Support	1 Standard	L	Transition*

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Plasma Bombard*	11	1	4+	24"	24"	0"	F	IF, Area-L, Demolisher 2

** This weapon may not fire in Flight Mode*



REAVER HEAVY GUNSHIP



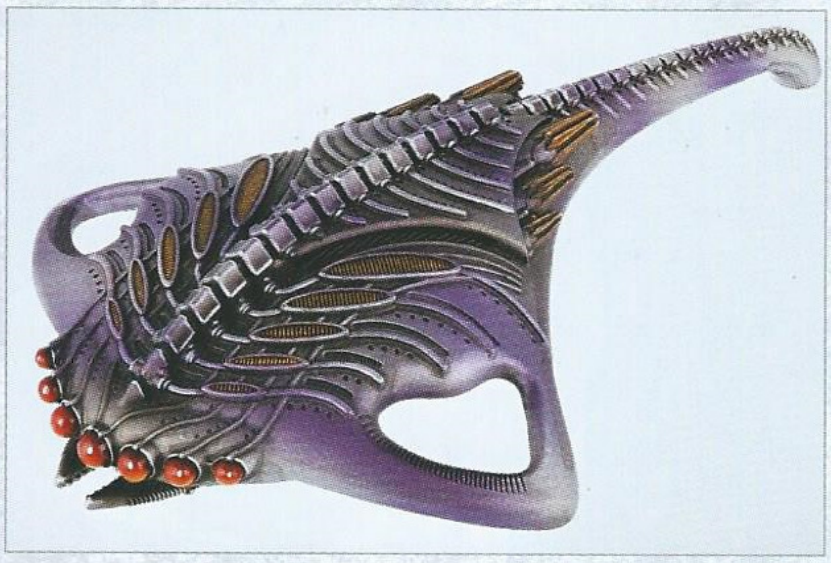
The Reaver is a roving predator of the skies with the sole purpose of annihilating enemy ground units. It is armed with a pair of sleek Plasma Lances - which are more flexible and lighter versions of the standard Plasma Cannon. Each Lance is mounted independently, allowing the Reaver to engage two units simultaneously, greatly increasing its potential kill rate.

Although it features a much heavier frame, the Reaver is built around the standard Intruder hull. An additional bulkhead section gives the Reaver increased survivability, although prudent commanders would be wise to avoid heavy AA fire. As an Intruder-based aircraft, the Reaver also sports the ubiquitous Plasma Hose, which provides an extra light anti-armour shot or the ability to atomise swathes of infantry unwise enough to spend time in the open!

Reaver Heavy Gunship	A	Mv	Cm	DP	Pts	Type	Category	S+C	LZ	Special
	5	24"	A	2	54	Aircraft	Support	1-4 Standard	S	N/A

Weapons	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Plasma Hose (Spread Pattern)	4	3	3+	6"	6"	12"	F	Alt-1
Plasma Hose (Concentrated Pattern)	9	1	3+	6"	6"	12"	F	Alt-1
Plasma Lance (Left)	10	1	3+	12	12	12	F/S	N/A
Plasma Lance (Right)	10	1	3+	12	12	12	F/S	N/A

HARBINGER ASSAULT DROPSHIP



The Harbinger is large dropship which features heavier armour than the more common Marauder type and is designed primarily for frontal assaults against hardened targets. It is generally employed in situations where nothing but a brutal charge across open ground will suffice and conventional Scourge forces would crumble to withering fire.

The Harbinger is equipped with plasma bombs - devastating freefall weapons which are unloaded from its tail proboscis. Although somewhat inaccurate, they can be used to devastating effect against both enemy armour and structures. The Harbinger can also be upgraded to carry a small arc caster, allowing it to assist in the decimation of enemy fliers around the Dropzone. The Harbinger is commonly employed to deploy Stalker and Ravager walkers, although it has been seen delivering other horrors direct to the thickest of the fighting...

Harbinger	A	Mv	Cm	DP	Pts	Type	Category	S+C	LZ	Special
	6	18"	A	4	55	Aircraft	Transport	T, WIDE	L	N/A

Weapons	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Plasma Bombs	11	1	5+	3"	3"	9"	R	Demolisher 2
Mini Arc Caster*	7	1	2+/6+**	6"	6"	9"	F	AA

* **Mini Arc Caster Upgrade:** *A Harbinger may be upgraded with a Mini Arc Caster for +15pts.*

** **Special rule - Arc Caster:** *This weapon uses a 2+ Ac rating when firing at Aircraft in the air, and a 6+ Ac rating when firing at all other targets.*

STALKER PACK

The Stalker is a highly aggressive frontline tank hunter unit, designed to deliver crippling damage to the heaviest armoured units at close range using its frighteningly powerful electroweb caster. This weapon projects a pair of wickedly sharp darts, followed by a wire filament through which a cataclysmic electric charge is passed. This awesome power fries the electronics, core systems and living bodies inside the unfortunate target, leaving a stench of vitrified internals and seared flesh in its wake.

The Stalker fulfils a role broadly similar to the smaller Prowler, although the Stalker is more suited to direct, frontline assaults where its much heavier armour lends it greater survivability. Indeed, it is clad in some of the heaviest armour available to any Scourge general, providing an unsubtle line breaker for situations where finesse is likely to fail.

STALKER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	10	4"	A	1	27	VEHICLE	STANDARD	3/6/9 STANDARD	WALKER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ELECTROWEB CASTER	12	1	2+	9"	9"	4"	F	TECH KILLER*
RAZOR CLAWS	10	1	3+	CC	CC	4"	F	N/A

Transport: 1-3 x Harbinger Assault Dropship (3 units each)

*** Special rule - Tech Killer:** *Structures cannot sustain damage from this weapon*

RAVAGER PACK

The Ravager is a flexible anti-air unit, usually employed by the Scourge when long term air defence is needed. As a walker, it has much lower power consumption than the more aggressive Reaper skimmer and is often employed by Scourge occupation garrisons on conquered worlds. Coupled with greater survivability and independently targeting weapons, this makes the Ravager an excellent choice for vanguard defence.

RAVAGER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	10	4"	A	1	45	VEHICLE	SUPPORT	3 STANDARD	WALKER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
AA WEAPON	6	2	3+	48"	18"	4"	F/S (RIGHT)	AA
AA WEAPON	6	2	3+	48"	18"	4"	F/S (LEFT)	AA
RAZOR CLAWS	10	1	3+	CC	CC	4"	F	N/A

Transport: 1 x Harbinger Assault Dropship (3 units only)

EDEN'S DINOSAUR

The very existence of this individual has brought into question much of what the UCM thought they knew about Scourge biology. At the time of their invasion, most hosts were the so called 'Lizard Warriors', the apparent remnants of another unfortunate alien species assimilated by the Scourge. The majority were in the later stages of physical decay due to the aging of their parasites, which lose some control of the host when they are approaching their natural demise. As such, every Lizard Warrior host was thought to have perished long ago, replaced by the humans of the Cradle Worlds and Earth, since the Scourge do not seem interested in artificially breeding this species as hosts.

However, one seems to have survived. Judging by the age and wear of its armour this creature's foul existence is thought to date back to well before the invasion - most likely far beyond the 200 year lifespan estimated. Whether this is a freak occurrence or by design is a mystery. It also appears in good control of itself, leading most to believe that natural death is still some way off for this abomination.

'The Dinosaur', as most Resistance fighters on Eden refer to it, has been sighted on many battlefronts and clearly fulfils a frontline command role. Indeed, its experience must be extensive by now, and its continued existence points to one of the most important skills of the warrior - to survive time and time again. In battle, the Dinosaur uses a highly modified Desolator, believed unique to this individual. This lethal construct forgoes the usual Ion Storm Generator for some sort of energy beam, a devastating weapon capable of slicing through multiple tanks in a single shot, allowing this consummate survivor to operate from a safe distance.

Special Rules:

350pts - CV5 - Radius30"

Mount: *Eden's Dinosaur is mounted on a Desolator. This follows the regular rules, except that it gains an E+2 CM value. It also replaces its usual weapons with the following weapon:*

Weapons	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Standoff Energy Beam	10	6	2+	∞	24"	4"	F/S	Strafe

Born Survivor: *The Dinosaur may voluntarily leave the battlefield via any friendly table edge when it would normally be able to move and when its Desolator is reduced to 2Dp or less (even if the scenario does not normally allow it). The opponent/s do not score any kill points for this.*

Experienced Schemer: *The Dinosaur is ancient by Scourge standards and has won countless battles. You may always re-roll your initiative roll at the beginning of the turn, although the new result always stands. If other abilities (such as Command Cards) allow re-rolls, then you may re-roll multiple times.*

Special Command Cards: *Insert one copy each of the cards 'Cold and Calculating', 'Ancient Overlord', 'Predator's Instinct' and 'Grand Plan' into the regular Scourge Command Card Deck before the game begins.*

THE CAVEBREAKER

The command structure and personalities of individual Scourge are poorly understood by the UCM. Certainly, there is some form of leadership caste at work and a hierarchy in place, although it is far from clear how this is imposed. Most Scourge 'commanders' (for want of a better term) are permanently melded to the alien's most lethal fighting machines, such as the Desolator. This leads UCM thinkers to declare that the Scourge leadership are born for the task, predestined to lead their race.

However, reports of infamous individuals are surfacing from Resistance contacts, and astrobiologists are being forced to revaluate their assumptions. One such individual is known to the Reistance of New Troy simply as 'Cavebreaker' (as far as anyone knows, no Scourge have ever spoken to humans, forcing the use of monikers alone for naming). Cavebreaker first came to the attention of the Resistance as an individual human host Scourge in apparent command of one of the few deep cave raiding parties to reach the depths where Resistance fighters were based. He was notable for his obvious combat prowess and extremely dark eyes, so black that most guessed that his body had been modified by the Scourge.

Much later, one of the few to have survived Cavebreaker's raid witnessed a strikingly similar individual boarding a modified Annihilator construct, which appeared to have an actual crew compartment - a rare thing to see. Current thinking suggests that Scourge can rise beyond the role for which they were intended if they have exceptional abilities, disproving the theory that Scourge live only for the race and have no individual personality or deviations from established norms.

Today, Cavebreaker still lives up to his name by utilising a specially modified Annihilator to rain down sustained barrages of plasma, cutting through to the deep places on Eden Prime and bringing agonising death to any unfortunate souls cowering there with no escape route. He also seems to have exceptional skill in coaxing greater performance from this behemoth and always acts with uncompromising brutality, to the cost of all who oppose him.

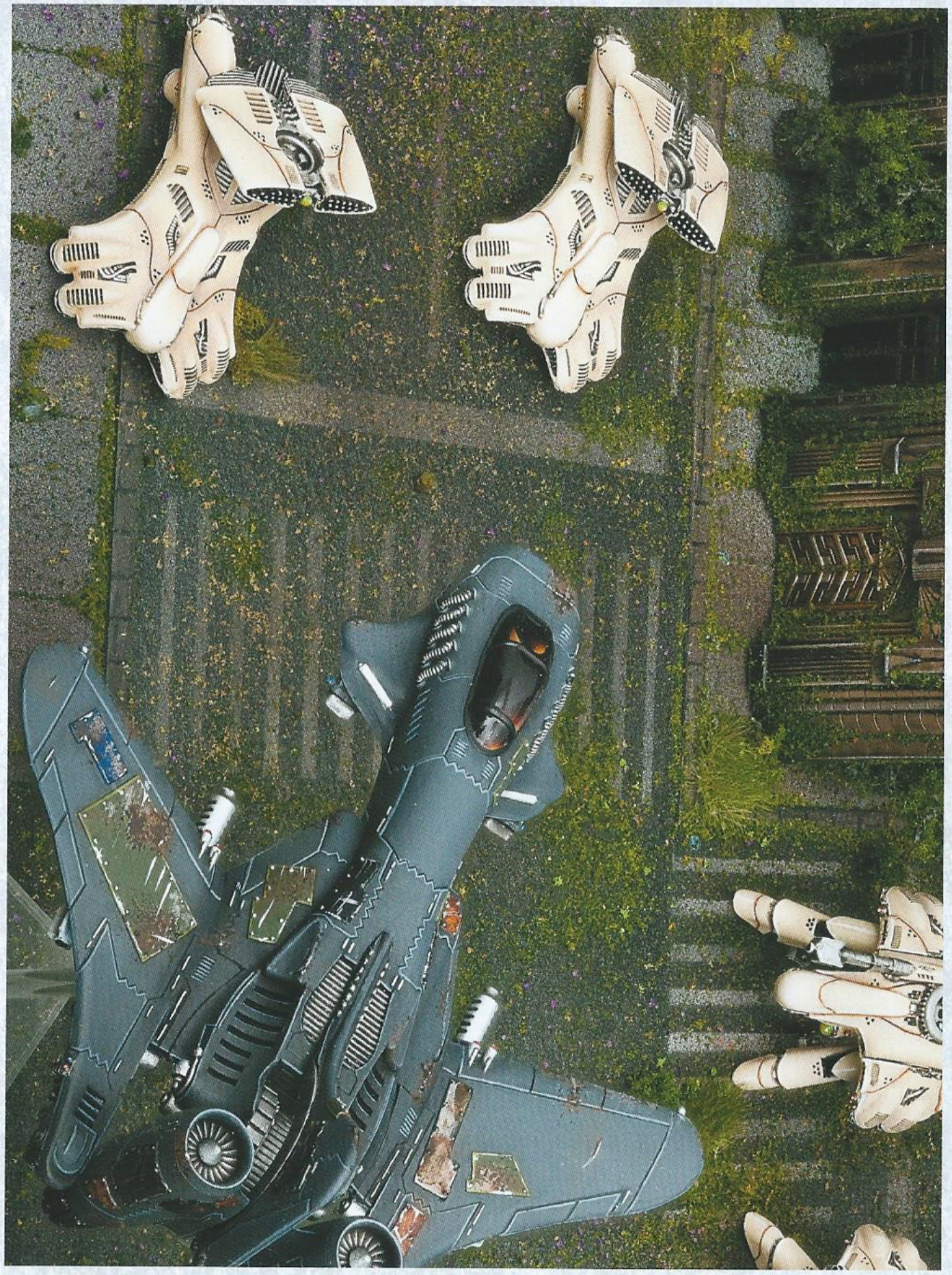
Special Rules:

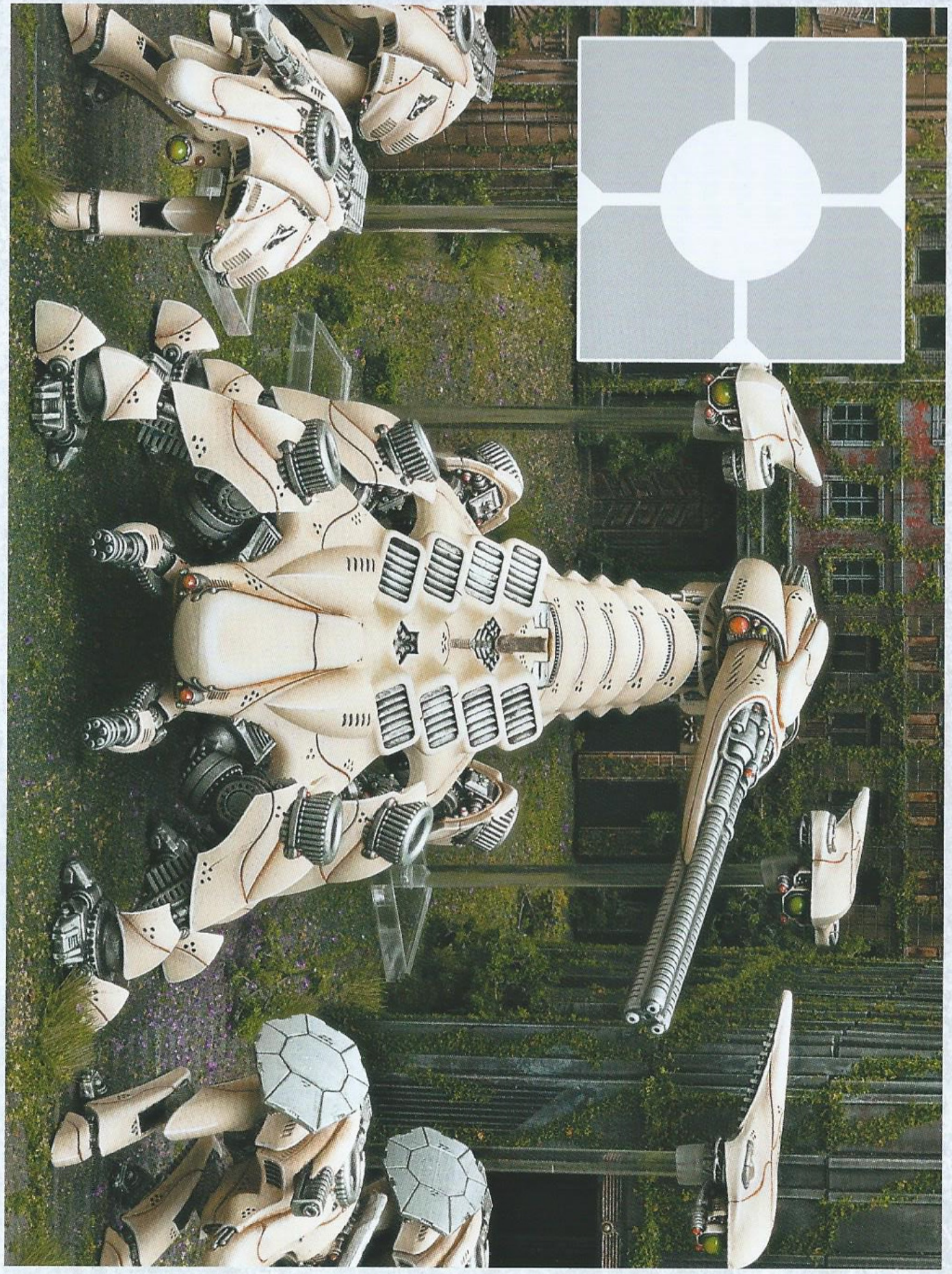
300PTS - CV4 - RADIUS12"

Mount: *The Cavebreaker is mounted on an Annihilator. This follows the regular rules, except that its category is Command, it gains an* **E+1** *CM value and its Plasma Bombard's MF value is changed to 9". You may not take any other Annihilators in armies containing Cavebreaker.*

Unsubtle: *This creature seems to prefer outright aggression and offensive tactics to any other mode of warfare and revels in frontline fighting. In armies containing The Cavebreaker, the points cost for Stalkers are reduced to 24pts, Prowlers reduced to 7pts and Slayers reduced to 50pts. Desolators, Hunters and Reapers may not be chosen. Destroyers may be taken as Troops choices, although they cost an additional 5pts per base if so.*

Special Command Cards: *Insert one copy each of the cards 'Break Them', 'Fist of Doom', 'Dread from the Darkness' and 'No Mercy' into the regular Scourge Command Card Deck before the game begins.*





THE POST-HUMAN REPUBLIC

Status as of Feb 11th, 2671AD (D+251)

Ever since the UCM High Council chose to ignore the advice not to undertake its Reconquest campaign, the PHR has apparently been involved to some extent on every active and potential theatre of combat. Agents and subsequently armies of the Republic have joined the war with calculating precision, always unexpectedly and usually with decisive results. In some cases, it seems that Republic forces may have been in place for sometime before this highly advanced offshoot of humanity chose to reveal itself to the UCM. Since its unveiling, the PHR has introduced a wide range of devastating war machines to the battlefields of the 27th century, dealing death and obliteration wherever it suits their inscrutable purposes.

With such technology and the advice of the alien AI known only as the White Sphere to guide it, the PHR must have some greater design at work in this conflict. As such, it's reasonable to conclude that the PHR expected events to unfold as they have done so far (including the rejection of their advice), which generates more unanswered questions about this most evolved branch of humanity...

THE ANCESTOR'S DILEMMA

As the UCM's time in the field increases, the frequency of reports on Post Human Republic involvement in the war continues to rise. There have been a large number of confirmed engagements and although colonial forces generally forced the enemy to retreat, it was only after the PHR inflicted disproportionate damage. On other occasions, the PHR actually seemed to be assisting the UCM by intervening at certain pivotal moments.

The Republic has not yet taken any action which can be described as full scale, open warfare against their erstwhile kin, however, in view of the large losses sustained in multiple isolated incidents, the UCM High Council has declared all Republic citizens as potential enemies of the state. Military leaders have also permitted commanders in the field to act as they see fit if PHR forces are encountered, which usually translates to fire at will and fire first. This replaced an earlier directive not to fire unless fired upon, which was rescinded after the Elysium Prime ambush incident.

Ultimately, the UCM still does not have a clear plan on how to deal with the PHR and has grossly inadequate intel to make an informed decision. Most military analysts certainly feel that they cannot afford another powerful enemy and would advise against declaring unrestricted war against such a mysterious foe. It seems certain that the PHR are manipulating events to some unknown end, most likely under the advice or orders of the ever more mysterious White Sphere.

In light of this woeful lack of concrete knowledge, the UCM Naval Theories Department (a classified element of Naval Intelligence) has been tasked with gathering as much intel concerning the Republic as possible. At least one attempt has already been made to discover the PHR homeworld/s, although it failed in this objective. The general drive for more intel is yet to officially bear fruit, although Naval Theories is due to deliver a detailed report of its findings to the Council in just a few weeks' time.

Most disturbingly of all, rumours have reached the ears of President Beleque that there is a PHR spy sitting on the High Council itself. If this is indeed true then there is no limit to how far and how extensively PHR operatives may have infiltrated the colonial military and its government. Since all Republic citizens observed have presented a certain 'otherness', easily identified by the sense of the foreign, there is a good chance that the agents are normal human beings, convinced or coerced somehow to cast aside their loyalty. Stringent efforts are currently being made to suppress all rumours of enemy spies however, as an atmosphere of distrust is bound to shake the cohesiveness of the UCM and do great damage to the Reconquest.

ARMIES GROW, OTHERS TREMBLE

PHR military involvement in the war has been increasing since the very beginning of the Reconquest campaign and has continued to do so to this day. Either these forces are extremely efficient at moving between theatres, or the population and military capacity of the Republic is far larger than first thought. Given their mysterious nature and obvious capacity for manipulation, it could easily be both.

UCM intelligence lists on PHR military technologies grows on an almost weekly basis as some truly formidable fighting units are beginning to make their presence felt. In particular, the enormous and potent Type-4 walkers such as the Hades have generated at atmosphere of fear if ever UCM soldiers are called to face the PHR. The presence of just one of these superior behemoths is enough to swing the odds in smaller engagements, leaving whole battlegroups in tatters within minutes. Most of what the UCM knows of the Hades is derived from shaky battle-cam footage from destroyed vehicles, although on one occasion, a UCM patrol discovered a single vanquished Hades, surrounded by a mountain of Shaltari corpses and vehicle wrecks.

Type-3 walkers and Jetskimmers have added an unexpectedly fast element to PHR assaults, shattering the myth that PHR forces are incapable of rapid strikes. The Apollo Strike Walker has been a particularly grave threat to rearguard units. Survivors have nervously described the effect of a whole group of near 20ft tall armoured walkers dropping out of the sky on pillars of fire, unleashing kinetic destruction after pulverising the road to dust with the force of their landing. Most of these few survivors are suffering from PTSD and are yet to return to active duty.

Given the rate of military expansion, few UCM generals are under any illusion that the PHR will not continue to introduce fresh technological nightmares to the battlefield and continue to strike in unexpected places. Whatever their ultimate aim, it seems likely that events are proceeding as they envisaged...

APOLLO STRIKE WALKER

The Apollo is a high speed attack walker, generally fielded in flanking, interdiction or expeditionary operations where heavier walkers would be unsuitable. The Apollo is particularly adept at this role, since it is equipped with jump jets, allowing it to cover short distances in the air and at high speed. In addition to the speed advantage, this allows the Apollo to jump from behind structures and high cover, making it an excellent ambush predator. It can be armed with either a lighter version of the standard RX-1 Railgun or with the Manslayer, a conventional cannon armed with advanced, air-bursting munitions.

The Apollo is based around the lighter Type-3 Strike Walker chassis. Type-3 walkers are considerably faster than Type-1's and have only recently been observed on the frontline. Type-3 walkers are equipped with more powerful drive systems and better motion damping hardware than Type-1 and 2's, allowing their pilots to pursue a more aggressive stance than their peers. Apollo squadrons in particular attract younger, fiery pilots who are generally hand-picked for transition direct from Janus Scout Walker Squadrons.

Apollo	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
Ground Mode	8	6"	A	2	40/35	Vehicle	Support	2/4/6 Standard	N/A	Walker, Transition
Flight Mode	5	24"	A	2	40/35	Aircraft	Support	2/4/6 Standard	S	Transition, Short Hop*

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
RX1-L Railgun (Apollo-A)	10	1	2+	∞	24"	12"	F/S	N/A
RX-13 Manslayer (Apollo-B)	6	3	2+	48"	12"	12"	F/S	Through Cover

*Transport**: 1x Poseidon Heavy Dropship (6 units only) or 1-3 Neptune Medium Dropships (2 units each)*

* **Special rule - Short hop:** *The Apollo's jump jets can only be run intermittently and cannot be used in sustained flight. As such, an Apollo MUST end its move in Ground Mode and may not use Flight Mode on turn-1 of the game or in the same turn as Embarking or Disembarking.*

** **Special rule - Air Drop:** *Apollo Strike Walkers routinely use their jump jets to affect a rapid deployment from their parent dropship. When Disembarking, their parent dropship may use its full* ***Mv*** *value and does not have to land (the usual rules apply when Embarking). Note that this does not count as using Flight Mode, since it is a Disembark placement.*

EREBOS STRIKE WALKER

The Erebos is a high speed attack walker, generally fielded in infiltration and support operations. Its primary role is to harass enemy armour concentrations. It carries an EM field disruption projector, a device which severely disrupts optical and electronic targeting equipment of all nearby enemy units. A single, well placed Erebos can severely reduce the effectiveness of fire of an entire enemy armoured group.

However, such a role makes the lightly armoured Erebos and obvious target, leading to the highest mortality rate in the entire PHR army. Selection for Erebos squadrons are strictly volunteer only and attracts the bravest (or most foolhardy) pilots the PHR has to offer. The potentially devastating effectiveness of the Erebos still gives it a place in PHR military doctrine however, since the lives of just one or two pilots can often be decisive in bringing victory.

Like its cousin the Apollo, the Erebos can be armed with either a lighter version of the standard RX-1 Railgun or with the Manslayer, a conventional cannon armed with advanced, air-bursting munitions.

The Erebos is based around the lighter Type-3 Strike Walker chassis. Type-3 walkers are considerably faster than Type-1's and have only recently been observed on the frontline. Type-3 chassis are equipped with more powerful drive systems and better motion damping hardware than Type-1 and 2's, allowing Erebos pilots to close into effective EM disruption range at high speed.

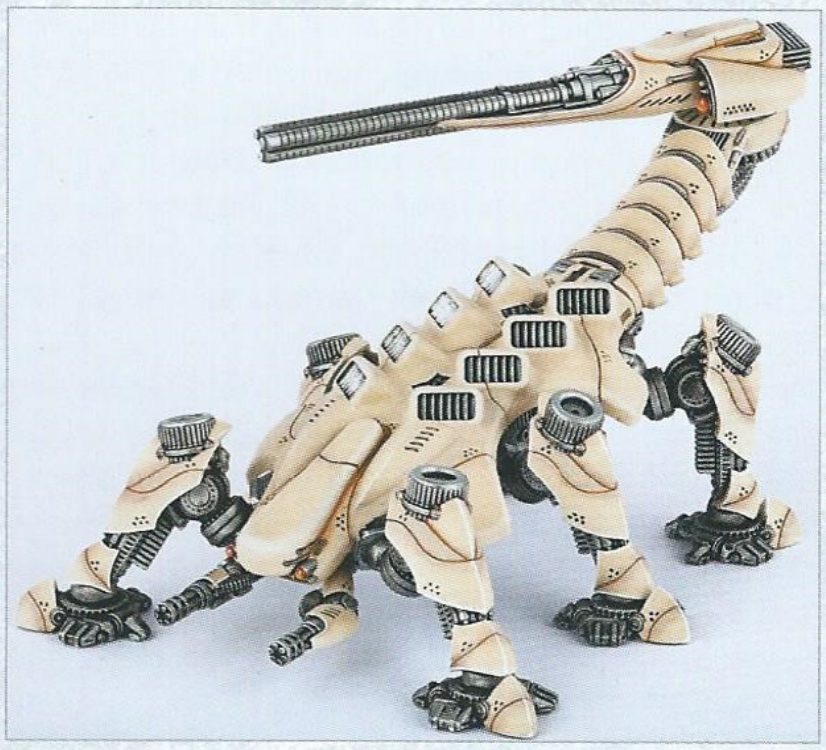
Erebos	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	8	6"	A	2	40/35	Vehicle	Support	Standard 2/4/6	Walker, *

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
RX1-L Railgun (Erebos-A)	10	1	2+	∞	24"	6"	F/S	N/A
RX-13 Manslayer (Erebos-B)	6	3	2+	48"	12"	6"	F/S	Through Cover

*Transport**: 1x Poseidon Heavy Dropship (6 units only) or 1-3 Neptune Medium Dropships (2 units each)*

*** Special rule - EM Disruption Field Generator:** *This device severely disrupts the targeting devices and optics of enemy units in close proximity to the Erebos. All enemy weapons within 12" of the Erebos suffer a +1Ac modifier, a +2Ac modifier if within 6" and a +3Ac modifier if within 3" (to a maximum of 6+). Measure this distance as you would measure weapon range. This effect is NOT cumulative if multiple Ereboses are in range (use the highest relevant EM Distruption Field Generator modifier only).*

HADES TYPE-4 WALKER



The Type-4 chassis Hades Super Heavy Walker is one of the largest frontline ground units yet encountered by the forces of the Reconquest. It is an armoured behemoth of staggering proportions, a pillar of strength and fighting prowess around which the centre of a PHR battlefront can be built.

It is armed primarily with a tail mounted Super-Heavy Rail Repeater, a weapon of epic proportions, awesome power and fearsome rate of fire.

The Hades is also armed with a less obvious, more insidious weapon. In the centre of the Hades' armoured hide lies the Nanomachine Hive. This technological marvel can expel vast clouds of nanomachines to attack enemy units or repair friendly units within range.

A pair of heavy RX-30 miniguns round off the Hades' impressive arsenal, firing at a calibre capable of engaging light vehicles and shredding enemy infantry unfortunate enough to be caught in the open!

At 135mm in length, the Hades is one of the largest, most imposing miniatures we have created so far. All the legs and arms are ball jointed and the tail and Rail Repeater are fully positionable.

For those keen dropship-modellers out there, the tail can fold flush with the body to allow it to fit under a Poseidon Heavy Dropship, providing that the legs have been posed to correspond with the six mount points under the Poseidon's hull.

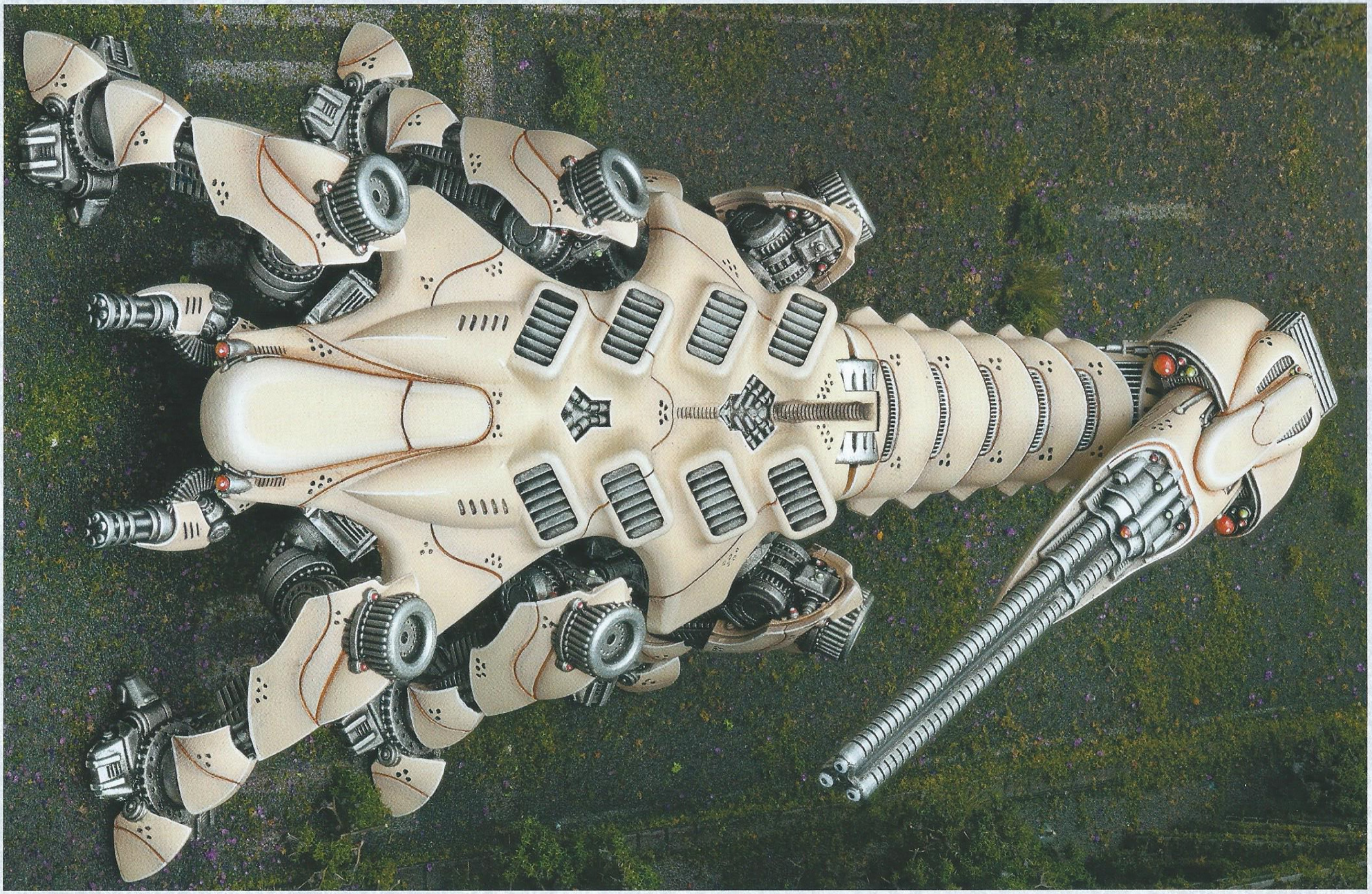
Hades Type-4 Walker	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	9	4"	A	8	205	Walker	Heavy	1 Standard	Rare

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Super-Heavy Rail Repeater	12	3	2+	∞	36"	4"	F/S	Strafe
RX-30 Minigun (Left)	6	3	2+	48"	18"	4"	F/S (Left)	N/A
RX-30 Minigun (Right)	6	3	2+	48"	18"	4"	F/S (Right)	N/A
Black Nanomachine Swarm*	10	1	2+	18"	18"	4"	F/S/R	Alt-1, IF, Area-M
Repair Nanomachine Swarm**	N/A	1	1+	18"	18"	4"	F/S/R	Alt-1, IF

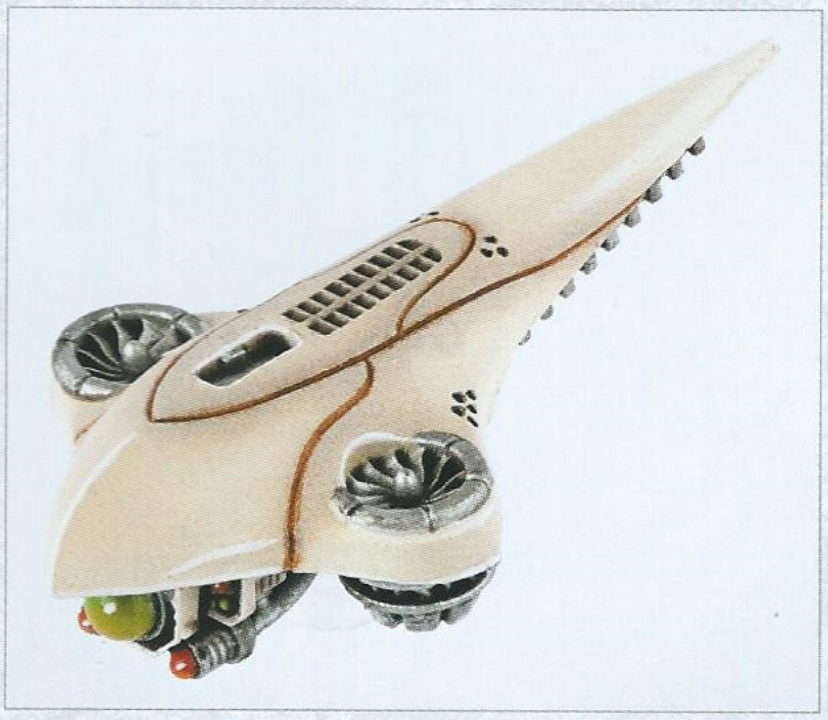
Transport: 1x Poseidon Heavy Dropship (1 unit only)

* **Special rule - Black Nanomachines:** *This weapon cannot target or damage structures.*

** **Special rule - Repair Nanomachines:** *This ability counts as a weapon shot and follows all the normal rules for weapons (Line of Sight etc). It normally hits on a 1+ (i.e. automatically) and may only be fired against damaged friendly Units. Its accuracy may be modified by such things as command cards and indirect fire in the usual way. A successful hit replaces 1 lost Dp from the target Unit. The Hades may target itself with this weapon.*



MERCURY SCOUT DRONE SQUADRON



The Mercury is an unusual battlefield unit, in that it is totally unarmed. Instead, it carries a highly advanced full spectrum sensor package. This is sufficiently advanced to scan structures to assist ground troops in objective and intel searches as well as normal scout functions. By providing a clean intel feed to command elements, it can also be used to effectively hold positions by proxy, since an enemy cannot count itself secure while these tireless sentinels circle ahead.

The Mercury is normally carried into battle by the much faster Triton Strike Dropship. This can be equipped with a pair of heavy RN-5 'Skyhammer' anti-armour missiles, specially designed to work in tandem with the Mercury's sensor package. This transforms the Triton into a formidable anti-armour threat once it has delivered its pair of Drones to the frontline.

MERCURY	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	4	6"	A	1	15	Aircraft	Scout	4 Standard	Tiny	Scanner*

Transport: 2x Triton A2 Strike Dropships (2 units each).

*** Special rule - Scanner:** *This Unit may contribute its points cost to determine who holds a focal point, despite being an Aircraft. Any Unit searching a building for an objective that is within 6" of a Mercury Drone receives a -1 Modifier to the roll, to minimum of 2+. This is not cumilative with other Mercury Drones and can only effect 1 building per turn per Mercury Squad. When any unit within 6" of a Mercury Drone rolls for a piece of intel, they may re-roll a roll of 1 once per piece of intel.*

Triton A2 Missile Upgrade: *This weapon upgrade can only be purchased for Triton A2s carrying Mercury Scout Drones. This upgrade costs +0pts and may be taken in place of the miniguns upgrade. This weapon can only be fired if the target is within line of sight of a Mercury Drone (this does NOT have to belong to the same squad). The profile for this weapon is shown below:*

Weapons	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
RN-5 Skyhammer missile	11	1	2+	36"	12"	12"	F/S/R	L-2, IF

ANGELOS JETSKIMMER

The Angelos is a multi-role fast strike vehicle. Although somewhat similar in performance to the anti-grav craft employed by alien races, The Angelos is not a true skimmer. Instead, it relies on miniaturised thrusters to keep it aloft and thus has a shorter flight time, making it less suitable for extended operations than its more advanced cousins.

It is armed with a single RXs-120 smoothbore heavy cannon (the same weapon employed by the Enyo). Coupled with the Angelos' speed and advanced targeting systems, this can be used to deadly effect in both the anti-structure and anti-armour roles.

The Angelos also features a limited transport capacity, allowing it to drop small strike teams of infantry if required. This makes the Angelos a highly effective skirmishing unit which often operates ahead of the main PHR force. However, it lacks the heavy armour and survivability of most Battle Walkers and as such it is best employed on the flanks and around cover.

ANGELOS	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	8	6"	A	2	45	Vehicle	Support*	2 Standard	SKIMMER

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
RXs-120 Smoothbore	10	1	2+	∞	12"	6"	F/S/R	Demolisher 2

Transport: 1x Neptune Medium Dropship (2 units only)

*** Special rule - Assault Transport:** *The Angelos squad may carry a single PHR Infantry squad into battle (1 base per Angelos) at the additional corresponding points cost (they do not take up a Battlegroup allocation). Both Angelos units count as a Transports if doing so (but are still a Support choice).*

HELIOS JETSKIMMER

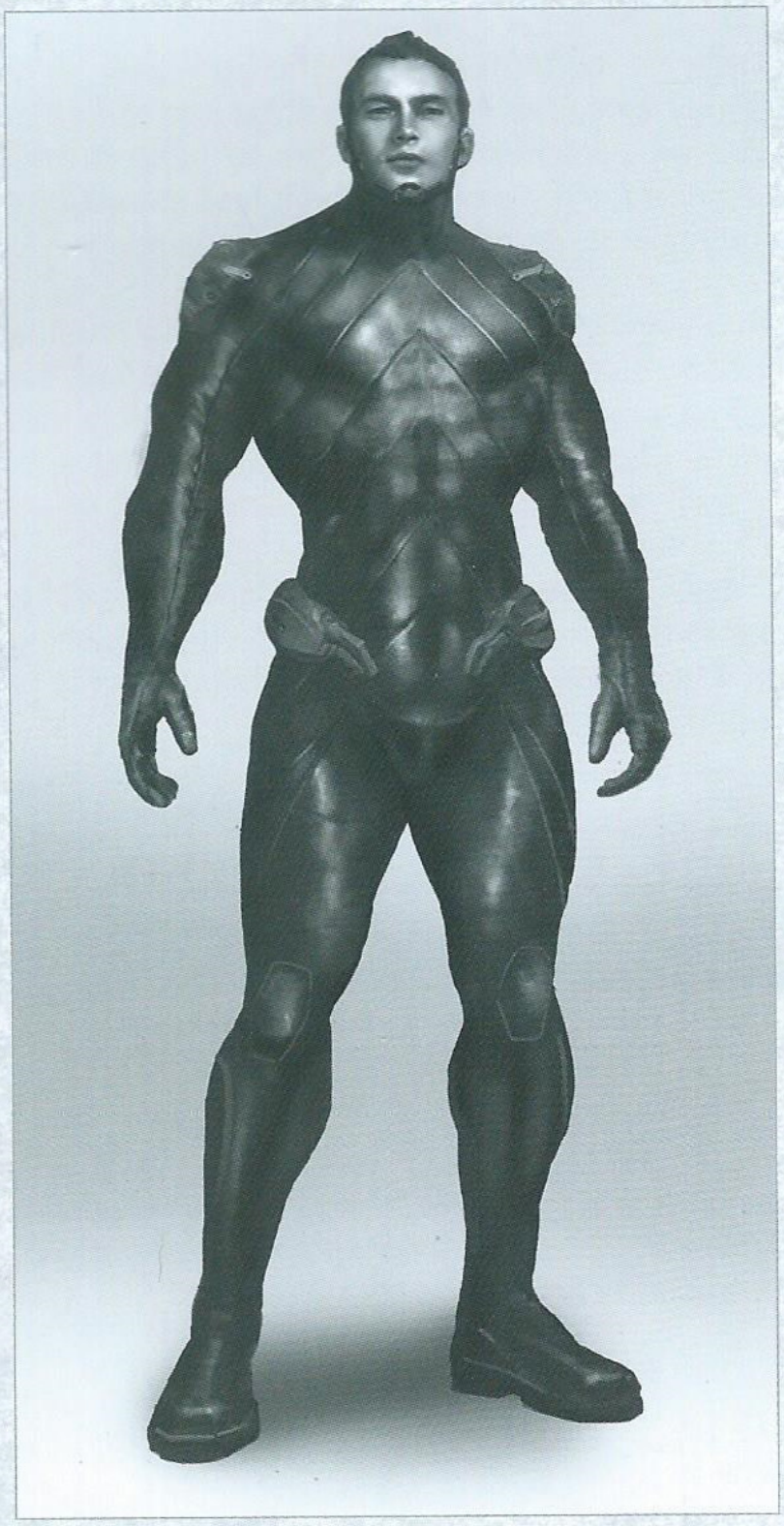
The Helios is a high speed attack unit, designed primarily to hunt down enemy aircraft. While somewhat less manoeuvrable than the true skimmers employed by the Shaltari and the Scourge, it can still use its speed to great effect in battle. It is armed only with the RXs-5 'Galaxy' multi-rocket launcher. For what this weapon lacks in power, it more than makes up for in terrific rate of fire, where the sheer quantity of shape charge munitions can even pose a threat to enemy armour.

HELIOS	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	8	6"	A	2	60	Vehicle*	Support	2 Standard	SKIMMER

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
RXs-5 'Galaxy'	6	3	3+	36"	12"	6"	F/S/R	AA, SC, CA-1
RXs-5 'Galaxy'	6	3	3+	36"	12"	6"	F/S/R	AA, SC, CA-1

Transport: 1x Neptune Medium Dropship (2 units only)

MARCUS BARROS, GRAND VIZIER



The name of Marcus Barros is already justly infamous among the UCM high command. His recorded battles have epitomised classic PHR military tactics and already serve as textbook examples for instruction to all officers, both on active duty and in training.

Barros makes himself known before any encounter as he always offers any UCM adversary the chance to surrender (which has so far always been rejected, to the great pride of AHQ). When his offer is refused, no further communication ensues and he proceeds to bombard opponents into the dust with extreme firepower levelled from a secure and superior position. While he is not known for his force's manoeuvrability or creative flexibility, he excels and plotting firing solutions and getting the best from the impressive arsenal he always brings to war.

Barros himself prefers to take to the centre of the firing line person, usually piloting a Hades Type-4 Super Heavy Battle Walker, modified with several weapons systems not commonly seen on this vehicle pattern. Typically, he positions himself front and centre of an expanding ring of toughened battle walkers, setting up an almost impenetrable bastion, bristling with high powered weapons. Such tactics are as old as ranged warfare and are frighteningly effective, should superior firepower be on tap. Fortunately for Barros, it usually is.

Special Rules:

350PTS - CV5 - RADIUS 18"

Mount: *Marcus Barros is mounted in a modified Hades Super Heavy walker. This follows the regular rules, except that its category is Command and it replaces its usual weapons systems with those below:*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RXS-300 SUBJUGATOR CANNON	13	1	2+	∞	18"	2"	F/S	DEMOLISHER-D3+3, DEVASTATOR-2
RX1-L RAILGUN (LEFT ARM)	10	2	2+	∞	24"	4"	F/S(L)	N/A
RX1-L RAILGUN (RIGHT ARM)	10	2	2+	∞	24"	4"	F/S(R)	N/A

Transport: 1x Poseidon Heavy Dropship

Master of Ordnance: *If Barros is chosen, the points costs for Odin walkers are reduced to 60pts, Hyperion walkers to 55pts and Hades walkers to 195pts (Barros' Hades does NOT count towards the Hade's Rare allocation). Apollo/ Erebos Strike Walkers, Helios/ Angelos Jetskimmers and Athenas may not be chosen.*

Special Command Cards: *Insert one copy each of the cards 'Rain of Fire', 'Perfect Firing Solution', 'Defensive Wall' and 'Crush Them' into the regular PHR Command Card Deck before the game begins.*

JOCASTA CAINE, BATTLE VIZIER

Although almost all PHR citizens are mysterious characters to the UCM, in the case of Jocasta Caine, a small amount of information is known. Most gleaned about her past came from a single conversation between a UCM ambassador's bodyguard and his opposite number (Caine), who was running protection duty for her commander, Supreme Vizier Varrens. Caine was apparently once a member of the elite Siren Corps, although she was reassigned due to her obvious leadership skills to a command post and given the rank of Battle Vizier (the PHR equivalent of Captain). Apparently, such changes in role are common among PHR warriors, who seem to take such intervention stoically, accepting that their leaders know how to get the most from their abilities. Her file (created after this brief conversation) concludes that she seemed an unnaturally calm and collected individual, with an air of total confidence and purpose.

Subsequent reports of her in battle paint a fuller, more frightening picture. On three separate occasions, forces under her command have descended with swift ferocity on unsuspecting UCM recon patrols, slaughtering them almost to a man and without mercy. It is known that these raids were her work, as she always leaves a single survivor in place, usually with a taunting message of some sort clearly intended to send any UCM commander that reads it into a fury. Her attacks are characterised by their speed and flexibility, in contrast to most tough and deliberately methodical PHR strikes.

She normally rides to battle in a rarely seen jump-walker type known as the Hera. Caine is also often accompanied by an elite bodyguard of Apollo Strike Walkers, piloted by some of the most gifted operators under her command. She is currently a priority 1 Kill List target for both Naval Intelligence and AHQ, demonstrating the UCM's respect for her deadly skill in battle.

Special Rules:

190pts - CV4 - Radius 18"

Retinue: *Jocasta Caine may take a retinue of 5 Apollo-A Strike Walkers as part of her squad at a cost of 225 pts. These gain a CM value of E+1.*

Mount: *Caine is mounted in a Hera Heavy Strike Walker, the rules for which are below:*

Jocasta's Hera	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
Ground Mode	9	6"	A, E+3	3	N/A	Vehicle	Command	1	Walker, Transition
Flight Mode	7	24"	A, E+2	3	N/A	Vehicle	Command	1	Transition, Short Hop*

Weapons	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
RX1-L Railgun Pair	10	2	2+	∞	24"	12"	F/S	N/A

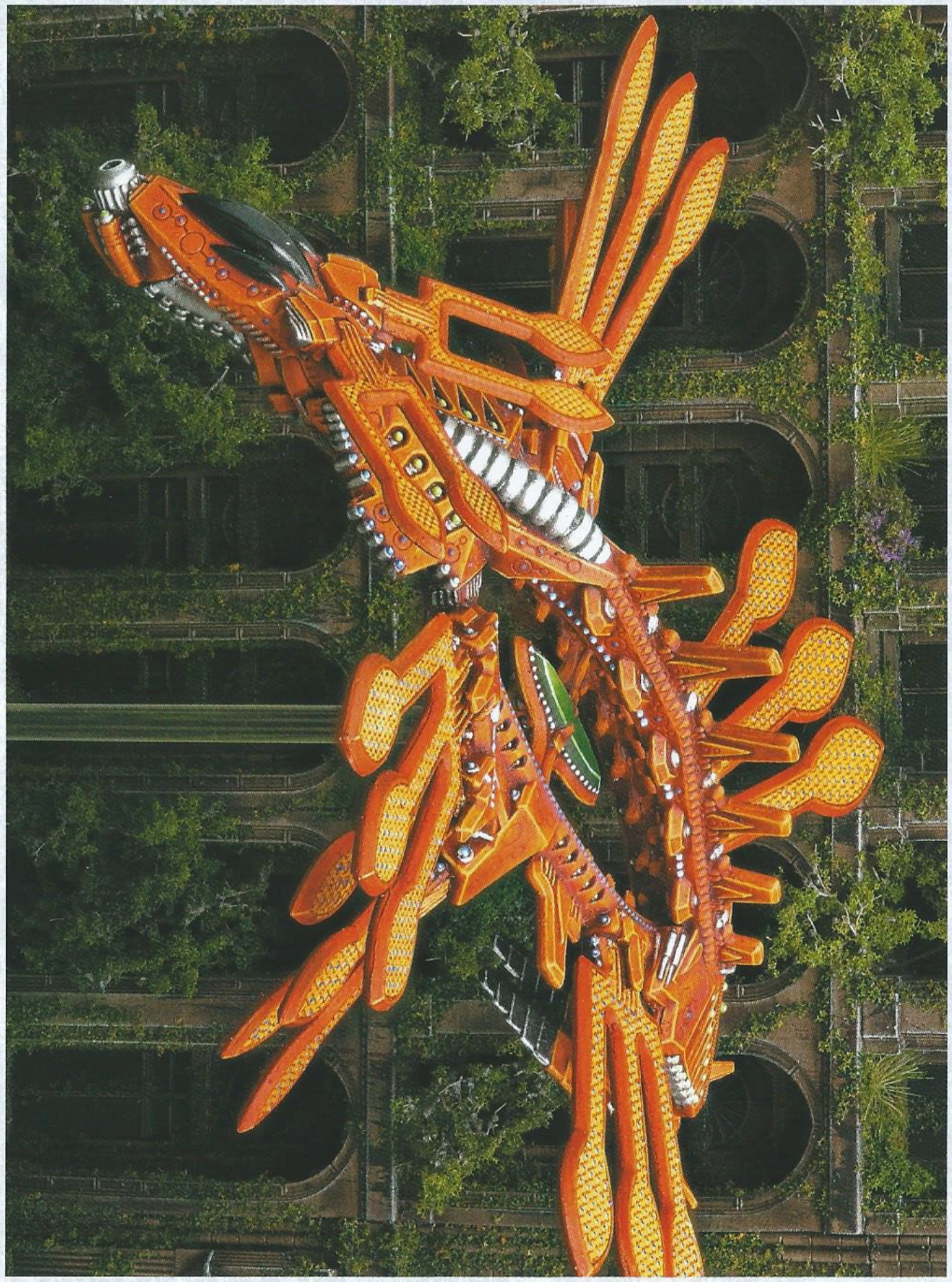
*Transport**: 1x Poseidon Heavy Dropship (if with retinue) or 1 Neptune Medium Dropship (if alone)*

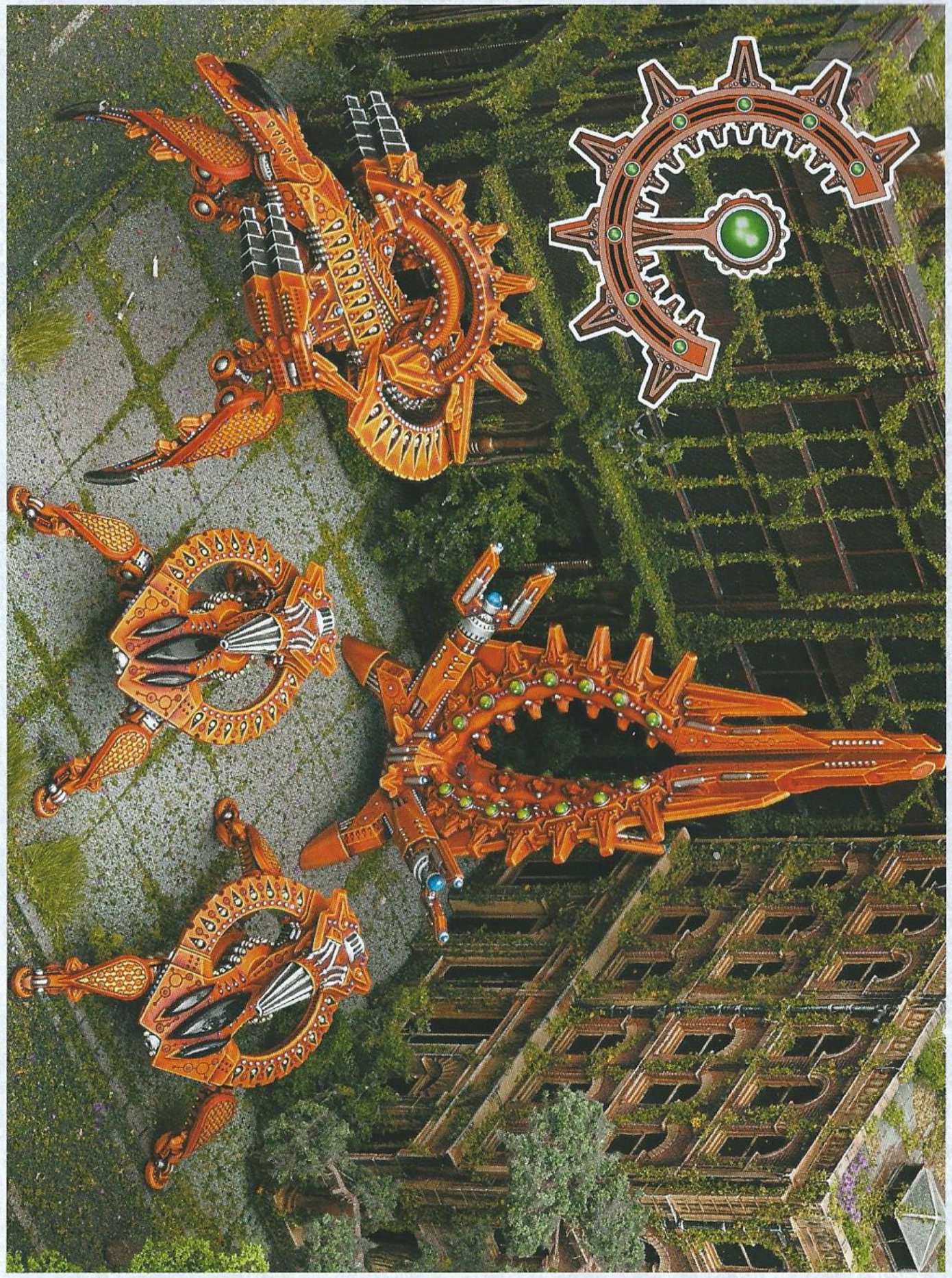
***Special rule - Short hop:** The Hera's jump jets can only be run intermittently and cannot be used in sustained flight. As such, it MUST end its move in Ground Mode and may not use Flight Mode on turn-1 of the game or in the same turn as Embarking or Disembarking.*

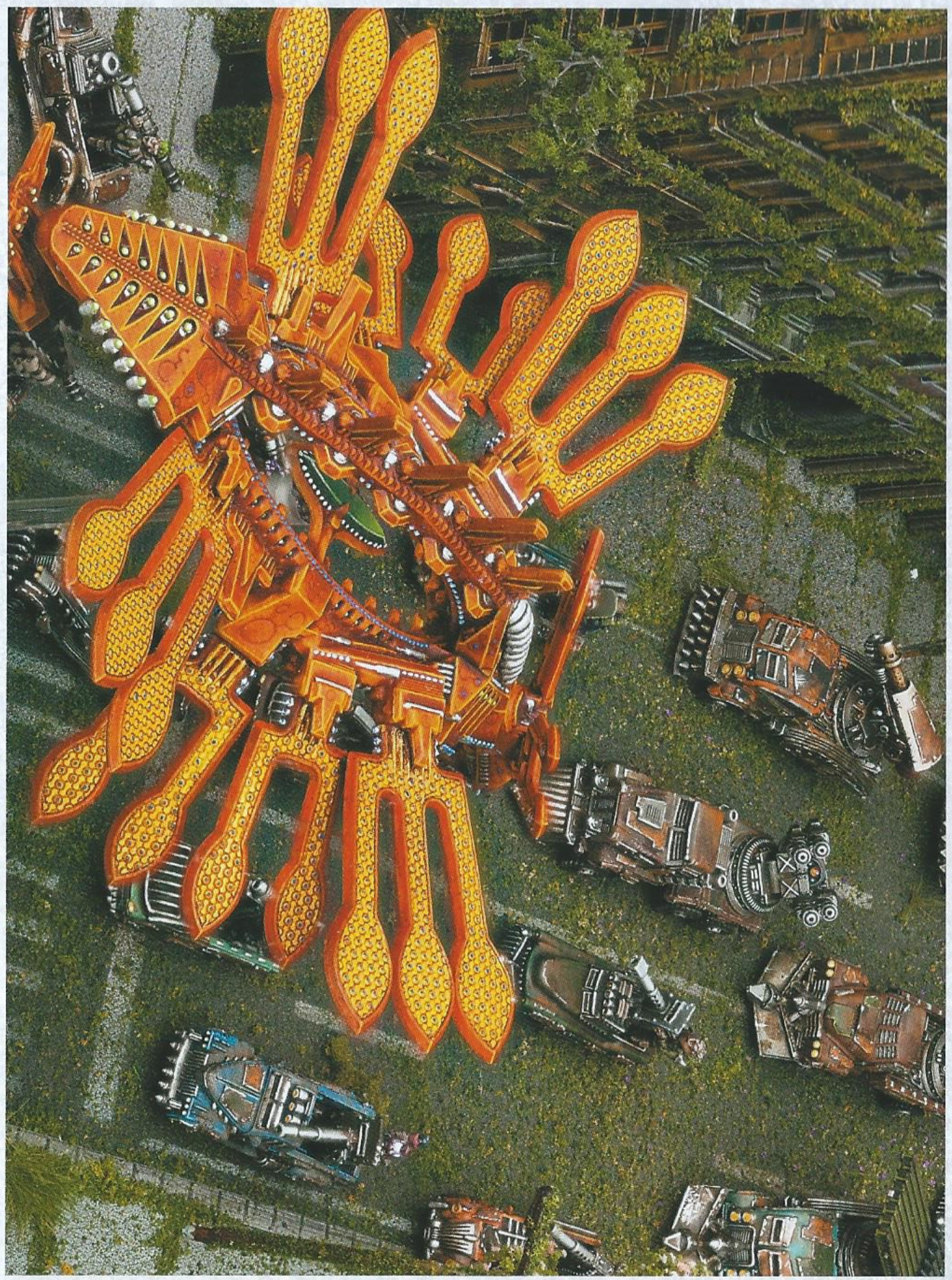
****Special rule - Air Drop:** When Disembarking, its parent dropship may use its full Mv value and does not have to land (the usual rules apply when Embarking). Note that this does not count as using Flight Mode, since it is a Disembark placement.*

Swift Death: *If Caine is chosen, the points costs for Apollo/ Erebos Strike Walkers and Helios/ Angelos Jetskimmers are reduced by 3pts per model. Type-4 and Type-2 Walkers may not be chosen.*

Special Command Cards: *Insert one copy each of the cards 'Taunting Target', 'Swift Purpose', 'Jump Strike' and 'Hit and Run' into the regular PHR Command Card Deck before the game begins.*







SHALTARI - BACKGROUND

THE SHALTARI TRIBES

Status as of Feb 11th, 2671AD (D+251)

As can only be expected from such an enigmatic and advanced race, the Shaltari's actions in this opening phase of the war have been varied, unpredictable and frequently unfathomable. While they seem to be conducting limited operations in almost every theatre, their significant commitment of forces on the Cradle World of Aaru is obvious. The Shaltari have been fighting both the Scourge and the Resistance there for some time and their warhost is even composed of elements from multiple Tribes – a rarity indeed. This planet seems bereft of any standout qualities that would make it more valuable than any other Cradle World, although records of human-Shaltari conflict stretch back to well before the Scourge invasion on this ancient battlefield.

With the experience of many lifetimes and almost limitless technology, it must be assumed that the Shaltari never do anything without good reason. As such, every seemingly random intervention they have staged so far must be part of a wider scheme. The only argument against this is the tendency of separate Tribes to pursue different policies and often fight against each other; although most analysts believe this to be a testing of strength against the only enemy they have any real respect for – other Shaltari. This deliberate nurturing of disagreement and infighting makes any attempt to understand or predict the Shaltari a fruitless venture and makes them all the more dangerous a factor in the battles to come...

OUT OF THE BLUE

Most Shaltari attacks on the UCM forces so far in the Reconquest seem to be swift and focused surgical strikes against isolated formations, bringing death and devastation from unknown quarters at any time. If ever an expeditionary force, lead element or supply column disappears without warning or reason, the Shaltari have to be suspected as a matter of routine. For example, it certainly seems likely that small Shaltari armies are disrupting UCM scouting operations around the city of New Athens on Eden Prime by eliminating recon elements with extreme prejudice. Such disruptive activities have combined to slow UCM offensives on multiple battlefronts and will surely result in many more human deaths than the Shaltari suffer in such nefarious activities.

The Shaltari seem to have only committed their forces to full scale engagements in rare circumstances. If estimates about the aliens' low population are accurate it is obvious why they cannot afford such mass slaughter (at least of their own troops). As such, the capricious aliens seem bent on causing as much disruption, chaos and anxiety as possible with the minimum amount of force. Masterly levels of generalship are at work here, as they are clearly achieving this goal with minimal setbacks thus far.

To further complicate things however, there have been several reports of Shaltari forces concentrating their efforts against the Scourge, often to the distinct advantage of the UCM. On one occasion on Elysium Prime, an elite UCMA assault formation had been tasked with the capture of the spaceport of Galileo's Hope. Casualties were projected to be high and battle estimated to last up to three weeks.

When the first boots hit the dropzone, all they found were smouldering Scourge vehicle wrecks and host corpses littered as far as the eyes could see, interspersed with core-collapsed molten slag that were all that was left of Shaltari constructs. This stroke of luck allowed the UCM to capture the spaceport unmolested and gain a foothold in this normally deadly region of the battlefront. Since that time, casualties here have been appalling due to heavy Scourge presence, lending credence to the argument that the Shaltari were certainly not acting to aid the UCM, whatever they were trying to achieve.

TWO SPIDERS CLASH

The most inadequate of all UCM intelligence dossiers concerns the relationship between the PHR and the Shaltari. Early reports suggested that the PHR were actively working to gain alliances with Tribes notably in conflict with the UCM. This focused prejudice seems to be the result of early paranoia and attempts to easily rationalise the actions both of these poorly understood enemies. The real picture is more confusing however, as PHR and Shaltari diplomats appear to be weaving webs of intrigue and deceit around each other in a dance of dazzling complexity. Experienced UCM ambassadors used to dealing with the conniving aliens now joke that they have finally met their diplomatic match in the 'Humble Aspects of the Post Human Republic'.

Such alliances seem to be as temporary and shifting as sand dunes in a hurricane and instances of conflict between the two sides are increasing exponentially. Perhaps each side is discerning more of the others schemes and liking what they see less and less as the days of war pass by. What seems clear is that neither party has a full understanding of the other, and both are content to resolve their emerging differences on the battlefield as words fail to satisfy.

MARVELS OF WAR ENTER THE FRAY

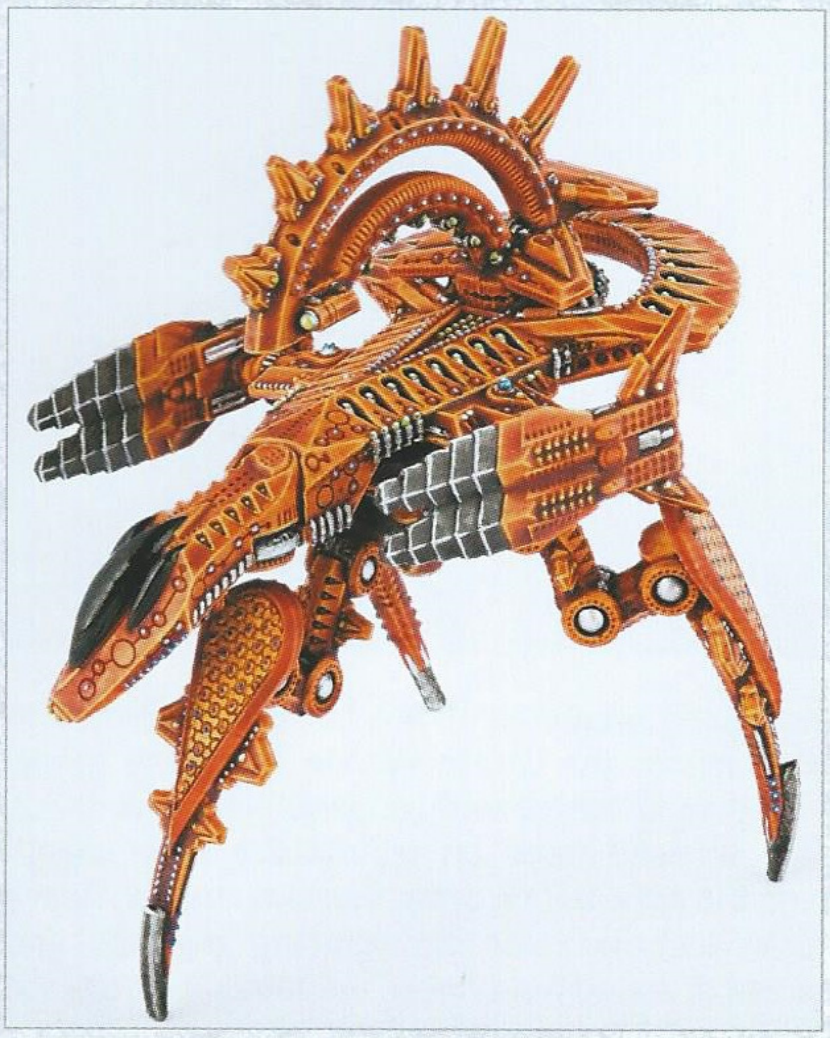
As the scope of Shaltari operations in the conflict intensifies, more fabulously advanced and unquestionably lethal war machines have been spotted, wreaking havoc wherever they appear. Most notable of these new arrivals is the fearsome Firedrake, an aerial predator of sublime killing power. This large construct features several advanced weapons systems capable of long range destruction, becoming increasingly dangerous as it draws closer to the foe. It also incorporates a teleport Gate, allowing it to bring in its own ground support, turning just a single Firedrake into a battlegroup-scale threat all by itself.

The increasing presence of Shaltari Battle Striders in warzones across the Cradle Worlds signal the aliens' intent to pursue longer-term engagements, as these units are focused more on survivability than speed. However, the appearance of the massive Caiman heavy grav-tank illustrates that the lightning assaults and tactical use of speed the Shaltari are famous for are still crucially important elements in their combat doctrine.

Several unorthodox units designed to support the main force through use of Shaltari energy shield technology have also joined the fight, such as the rightfully feared Dreamsnare. In itself, this towering Warstrider is less potent than its Jaguar or Ocelot cousins, although its ability to boost the shields of all surrounding units makes in a primary target in any Shaltari frontal assault formation.

Despite the already infamous impact these new threats have made, it seems likely that the Machiavellian aliens have not opened the doors of their hyper-advanced arsenals all the way. Speculation is rife as to what other technological marvels may stride forth to slay all who oppose the mysterious machinations of the Shaltari...

DREAMSNARE



The Dreamsnare is a specialist Warstrider variant which carries an energy shield boosting relay device, improving the effectiveness of passive countermeasures on all nearby Shaltari units. This makes it an excellent support unit for the nucleus of any Shaltari Warhost. Tactically adept Shaltari Warchiefs can use modest numbers of Dreamsnares to maximum effect by rapidly relocating them to flashpoints where the fighting is fiercest.

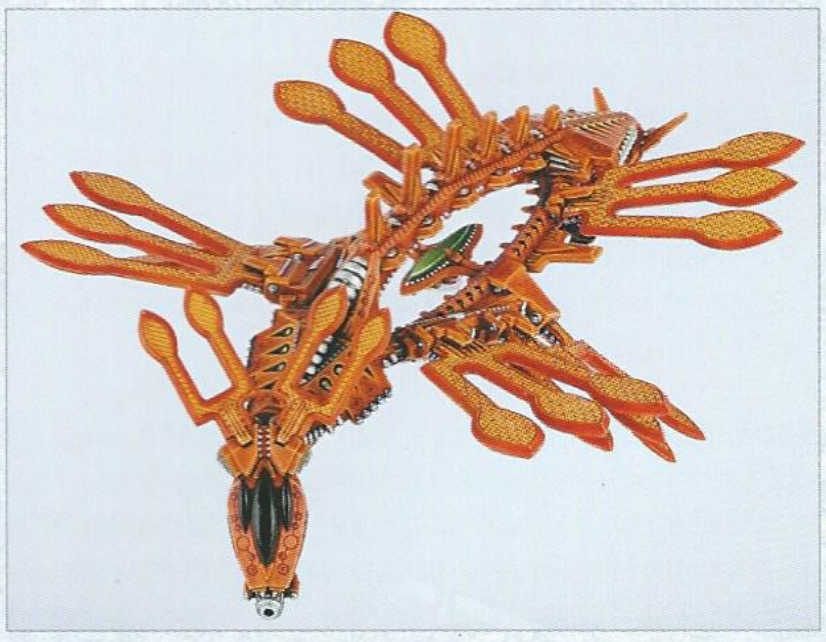
The Dreamsnare also armed with a pair of twin, long-barrelled Microwave Cannons (an arrangement known as the Dragon Canon), giving it exceptional anti-infantry firepower. This supports Warstrider groups effectively, since Jaguars, Ocelots and Coyotes do not carry specialised anti-infantry weapons. The Dreamsnare can also concentrate all four of these formidable weapons onto a single target, delivering such energy that it can boil crews inside armoured vehicles, obliterate electronics and fuse moving parts into lumps of inanimate matter. This gives it powerful (albeit short ranged) anti-armour firepower.

Dreamsnare	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	9	4"	A, P5+	4	70	Vehicle	Support	1 Standard	Walker, Mass-3, *

Weapons	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Dragon Cannon	4	12	2+	18"	18"	4"	F/S (Left)	Alt-1, Through Cover
Dragon Cannon	4	12	2+	18"	18"	4"	F/S (Right)	Alt-2, Through Cover
Concentrated Beam	12	1	2+	9"	9"	4"	F	Alt-1&2

* **Special rule - Shield Boosting Relay:** *This device improves the effectiveness of Shaltari energy shields. All friendly Shaltari units within 6" of the Dreamsnare (including itself) gain a -1 modifier to their Passive Countermeasures value (but only if they have one). Measure this distance as you would measure weapon range. This effect is NOT cumulative if multiple Dreansnares are in range.*

FIREDRAKE



The Firedrake is a large and lethal gunship which carries the exotic Spatial Disruption Cannon as its primary armament, providing powerful air-ground fire support. This eldritch weapon becomes increasingly dangerous as the Firedrake closes distance with its victims.

The Spatial Disruption Cannon projects an region of unstable dimensionality ahead of the muzzle, inducing a range of unpredictable (but invariably deadly!) contortion and warping effects on anything caught in the maelstrom. Its effects are utterly unique, frequently horrific and occasionally darkly comic to observe. Bizarrely twisted vehicle hulls, stretched objects and shredded corpses are always to be found in the Firedrake's wake. Indeed, the effect of such a weapon on organic matter is best left up to the imagination! With a finite power output in relation to range, the closer the Firedrake is to its target, the wider the area of effect can be. The Firedrake also carries a tail mounted twin, long-barrelled Microwave (Dragon) Cannon for additional anti-infantry firepower. Hastily issued UCM command directives have been distributed to frontline units advising the early destruction of these aerial terrors.

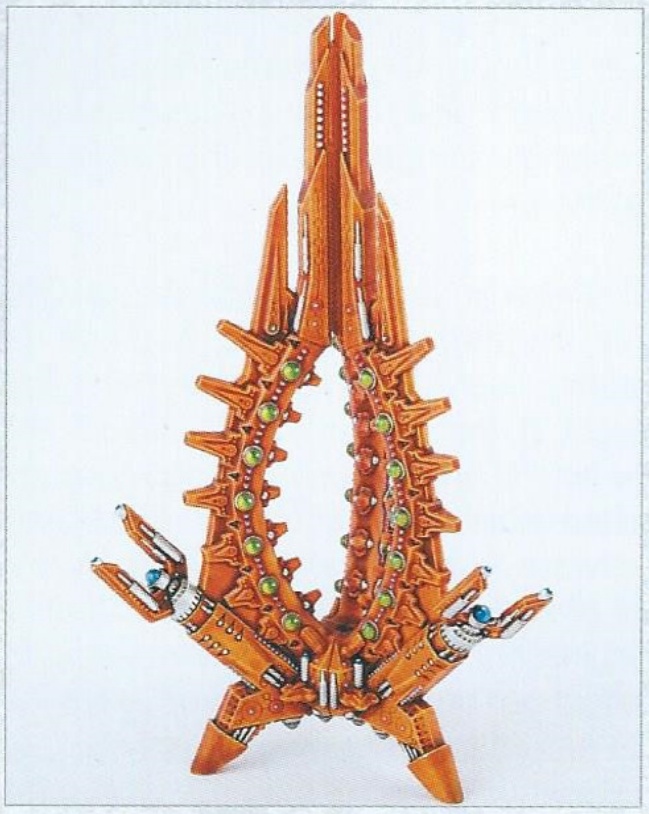
The Firedrake also features an auxiliary Gate system, equivalent to the Eden Medium Gate in power output. This allows the Firedrake to bring in its own ground support when needed and makes it a true multi-role unit. However, since this system is auxiliary and has massive power requirements, it is impossible for the Firedrake to fire its weapons while the Gate system is in use.

Firedrake	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	5	20"	A, P5+	5	130	Aircraft	Support	1 Standard	Gate-3*

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Disruption Cannon (far)	10	1	3+	48"	48"	10"	F	Alt-1, Blast-S
Disruption Cannon (Normal)	10	1	3+	24"	24"	10"	F	Alt-1, Blast-M
Disruption Cannon (Short)	10	1	3+	12"	12"	10"	F	Alt-1, Blast-L
Dragon Cannon	4	12	3+	18"	18"	10"	F/S/R	Alt-2, Through Cover
Concentrated Beam	9	1	3+	9"	9"	10"	F/S/R	Alt-2

*** Special rule - Auxiliary Gate:** *The Firedrake incorporates its own integrated teleport Gate system. Each turn, the Firedrake may be activated as a Gate alongside any Battlegroup (not necessarily its own). If it does so, then it functions exactly like other Gates and may not shoot that turn. You may chose not to activate the Firedrake when its own Battlegroup is activated in order to utilise this ability with another Battlegroup later in the turn. Since it's an auxiliary system, the Firedrake ignores the 'Charged Atmosphere and Prudent Pilots' rule.*

TOTEM WARSPIRE



The Totem is a particularly unusual unit, even for the Shaltari! It has a crew of one Shaltari, who sits within an armoured chamber at the base of the construct. A Warspire is essentially a towering, immobile emplacement. The Totem's primary function is to protect a building by projecting an all-encompassing energy shield over the entire structure. This Passive Countermeasures system increases the survivability of the building, allowing Shaltari troops inside to carry out their mission with a diminished chance of having the building demolished on top of them!

This is not, however, the Totem's only role - it can also focus its vast energy reserves into wild bursts of power, shattering armour and melting flesh. This gives the Totem a deadly (albeit fairly short-ranged) offensive capability. This can be particularly useful to Shaltari commanders late in the battle, when its primary role has been fulfilled. The Totem also has the rare ability of being able to unleash one of these systems immediately after being Materialised from a Gate (or before Dematerialising - but not both!). This snake-like ability to strike instantly is granted by the Totem's vast power generator and its lack of mobility, since all this raw power can be channelled to weapons.

Totem Warspire	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	8	0"	A, P5+	4	50	Vehicle	Support	1 Standard	Mass-3, *

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Energy Beam	12	1	2+	12"	12"	0"	F/S/R	Alt-1
Energy Sheild	N/A	1	N/A	6"	6"	0"	F/S/R	Alt-1, Shield**
Energised Atmosphere	6	3	3+	6"	6"	0"	F/S/R	AA

*** Special rule - Lightning reflexes:** *Warspires utilise all of their vast energy reserves for weapons power since they have no mobility drives. This Unit may fire weapons on the same turn as Materialising/ Dematerialising from a Gate, but may NOT do both and shoot in the same turn (i.e. it may Materialise and fire immediately OR it may fire and then Dematerialise in the same turn).*

**** Special rule - Structure Shield:** *This ability counts as a weapon shot and follows all the normal rules for weapons (Line of Sight etc). It hits automatically. A hit grants the Structure a 5+ Passive Countermeasures save until the Totem is next activated or Dematerialised. This effect is removed instantly if the Totem is destroyed.*

CAIMAN HEAVY GRAV-TANK

The Caiman is truly formidable battlefield predator whose agility belies its massive size. Its primary armament is the Gauss Triad, a weapon designed to reliably cut through heavy armour at long range. It is also armed with a pair of micro-lasers on traversable turrets, further adding to the Caiman's effectiveness as a stand-off killer.

Although less well armoured than Warstriders of equivalent size, the Caiman's agility and range can be used to deadly effect by the more subtle of Shaltari Warchiefs, who prefer to annihilate the enemy before having to accept return fire.

Caiman	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	7	6	A, P5+	4	95	Vehicle	Heavy	1-3 Wide	Skimmer, Mass-3

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Gauss triad	10	3	2+	∞	36"	6"	F/S	N/A
Laser Pod	7	1	2+	∞	∞	6"	F/S (RIGHT)	N/A
Laser Pod	7	1	2+	∞	∞	6"	F/S (LEFT)	N/A

TARANTULA BATTLE STRIDER

The Tarantula is a smaller, more agile version of the towering Warstriders. Its primary armament is the highly advanced Gravatic Magnifier (also known simply as the Grav-Cannon). This weapon delivers crushing fore to anything with mass - the larger and heavier the target, the more devastating its effect! By its very nature, it is also effective against skimmers.

It is also armed with a nose mounted micro-laser, a small but deadly accurate weapon well suited to destroying lightly armoured targets from great distances. Battle Striders also feature anti-grav assistors and clamps on their legs and feet, allowing them to climb sheer surfaces to attack from above!

These factors, coupled with increased survivability over most Shaltari grav-tanks makes the Tarantula highly popular with certain less subtle Warchiefs who would prefer to crush their opponents than out-manouver them!

TARANTULA	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	8	6"	A, P5+	2	55	VEHICLE	STANDARD	2/4/6 STANDARD	WALKER*, MASS-1.5

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
GRAVITY CANNON	**	1	2+	18"	18"	6"	F/S	CA-1
LASER POD	7	1	2+	∞	∞	6"	F	CA-1

*** Special rule - Climber:** *Instead of making a normal move, this unit may climb/descend to/from the roof of a structure less than 7" high if it is within 2" of any wall. To do so, place the unit on the roof/ground and within 4" of its starting point (measured along ground level). This counts as a 6" move.*

**** Special rule - Gravity Cannon:** *This weapon has no energy value - when rolling to damage use the table on the right. Shots against Skimmers gain a -1 modifier to this roll:*

TARGET DAMAGE POINTS (ORIGINAL)	TARGET ARMOUR			
	1-4	5-6	7-8	9-10
1	6+	6+	5+	4+
2	6+	5+	4+	3+
3	5+	4+	3+	2+
4-9	4+	3+	2+	2+
10+	3+	2+	2+	2+

BIRDEATER BATTLE STRIDER

The Birdeater is an anti-air variant of the Tarantula, armed with the familiar and lethal twin ion-cannon. It often employs its climbing abilities to gain a commanding view of the battlefield - a highly useful ability for an anti-air unit! Since it is less agile than the Kukri, it is better suited to more static defensive roles, where its superior survivability makes it a favourite of the Shaltari Warchiefs who favour heavier units.

BIRDEATER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	8	6"	A, P5+	2	55	VEHICLE	SUPPORT	2 STANDARD	WALKER*, MASS-1.5

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
TWIN ION CANNONS	6	4	3+	18"	18"	6"	F/S	CA-1, AA
LASER POD	7	1	2+	∞	∞	6"	F	CA-1

*** Special rule - Climber:** *Instead of making a normal move, this unit may climb/descend to/from the roof of a structure less than 7" high if it is within 2" of any wall. To do so, place the unit on the roof/ground and within 4" of its starting point (measured along ground level). This counts as a 6" move.*

HIGH WARCHIEF RAMSES, THE FIREBORN

The being referred to by the UCM as 'Ramses' has been known to humanity for many hundreds of years. Ramses is not his true name, but rather one he chose for himself when the very earliest of diplomatic channels between humanity and the Shaltari were opened in the year 2342. Since that time, human diplomats have assigned known Shaltari individuals with ancient Egyptian names, as they are highly distinguishable from most in modern usage and their real ones are impossible for humans to articulate.

Ramses became a highly distrusted figure after the human-Shaltari alliance broke down, along with the rest of his tribe, the Apache. Although not of the highest rank, Ramses' great age can be discerned by the almost translucent white colour of his spines, indicating a mental age of well over two thousand years. As a famous and highly accomplished field commander, it can be assumed that he has spent a considerable span of time in the military, making him a truly formidable opponent.

In battle, he seems to favour the heaviest units available in Shaltari arsenals, which usually includes the various types of towering Warstrider and Battle Strider constructs that are rightly feared by all tank commanders. His armies are more resilient than most Shaltari warhosts, although they often lack the speed associated with Shaltari grav-tanks.

Like many of the Shaltari's Elders who take to the battlefield, it seems that Ramses has a lust for battle that can only be sated with personal involvement. He is usually spotted aboard a special Coyote Warstrider with an additional weapons system and characteristic custom shielding plates, making him extremely hard to kill and facilitating his almost continuous presence on the battlefield. Ramses is an individual clearly born for war, with a streak of gleeful savagery combined with a towering intellect and boundless experience. Few opponents have faced his wrath and lived.

Special Rules:

330pts - CV5 - Radius22"

Mount: *Warchief Ramses is mounted in a modified Coyote Warstrider. This follows the regular rules, except that its Passive Countermeasures value is upgraded to P3+ and loses the Eject special rule. It also gains the following weapon:*

Weapon	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Sonic Cannon	8	1	3+	36"	36"	4"	F/S	Demolisher-D6+X*

**This weapon gains +1 Demolisher is the target is within 18", +2 if within 12" and +3 if within 6"*

The Virtue of Power: *If Ramses is chosen, all Warstriders cost 8pts less each and Battle Striders cost 5pts less each. Tomahawks, Kukris and Yaris may not be chosen.*

Special Command Cards: *Insert one copy each of the cards 'Creeping Destruction', 'Eons of War', 'Shields Up' and 'Obliterate Foe' into the regular Shaltari Command Card Deck before the game begins.*

WARCHIEF ISIS, THE CLAIRVOYANT

Unlike Ramses, Warchief Isis has only recently entered the awareness of the UCM military high command. She has been known to the diplomatic community for several centuries, although never it seems with the remotest connection to military roles. Recently, however, she appears to have shifted her attentions from diplomacy to war. This has never been documented before, but according to known Shaltari history, most individuals go through several seismic changes throughout their long years as a way to learn new things after serving in the military at a young age (something which is required to gain any sort of respect from peers). For Elders, the warrior's calling usually ends up as a trap of sorts, as the Shaltari's natural bloodlust comes to the fore in battle and often no other activity will suffice after the experience of command. In the case of Isis, it seems that these times of war have called her back to fight after thousands of years away from violence.

Isis automatically attained the rank of Elder due to her great age, but has quickly risen to Warchief. Millennia engaged in the arts of diplomacy seem to have affected her command style, which favours speed, manoeuvrability and flexibility to brute force. Despite her lack of experience (for a Shaltari commander) she has acquitted herself well so far and is already a force to be reckoned with. Her vast experience of life has resulted in an almost psychic ability to predict future events, earning her the nickname 'The Clairvoyant'.

As one of the oldest Shaltari fighting on the frontline in the 27th century, Isis has been afforded great honour by her race. To fight at such an age is a test of bravery for any Shaltari, who begin to fear death more as they age. For one without the addiction of combat to take up arms in such a way is a quite rare but celebrated thing. As such, she has been afforded to honour of riding a modified Caiman grav-tank into battle. This as yet unknown variant is equipped with additional shielding and a lethal Particle Cannon, a weapon usually only seen on Ocelot Warstriders. UCM commanders in the field have been advised to approach any Shaltari of the Aztec Tribe with extreme caution as her great span of years and desire to prove herself as a warrior makes her a dangerous foe indeed.

Special Rules:

290pts - CV4 - Radius22"

Mount: *Warchief Isis is mounted in a Caiman Heavy Grav-Tank. This follows the regular rules, except that its Passive Countermeasures value is upgraded to P4+. It is fitted with extra engines, so gains +3" to its Mv value. It also replaces its weapons with the following:*

Weapon	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Particle Cannon	13	1	2+	∞	∞	9"	F/S	Awesome Power*, Demolisher-D3+2

**Special Rule - Awesome Power: This weapon ignores ALL countermeasures, including passive ones!*

The Virtue of Guile: *If Isis is chosen, all Thunderbirds, Tomahawks and Kukris cost 5pts less each and Caiman cost 10pts less each. Warstriders and Battle Striders may not be chosen.*

Special Command Cards: *Insert one copy each of the cards 'Diplomatic Mastery', 'Skilful Feint', 'Clairvoyance' and 'Intellect' into the regular Shaltari Command Card Deck before the game begins.*

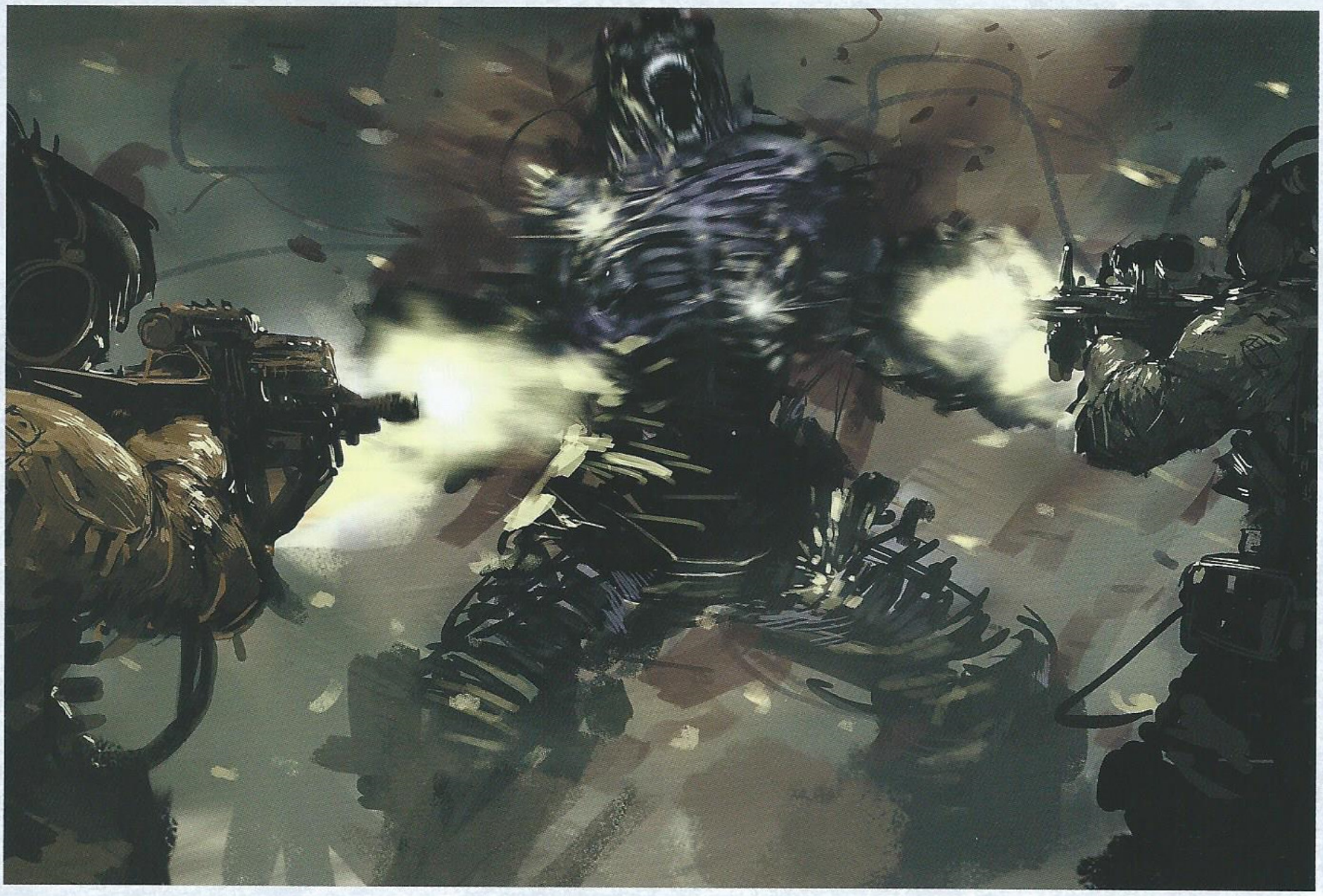
There was no time to think, Huxley was acting entirely on instinct now. Crashing through the window he landed uncomfortably at the feet of a Scourge Warrior. Reacting with lightning speed, he rolled ninety degrees and put three rounds into the thing's jaw, dropping it like liquid right on top of him.

As he struggled to shift the body from his chest, the air was being crushed from his lungs by the dead weight. In an oxygen-starved daze he saw Charlie expertly double tap another warrior in the chest, turning fluidly to saw another in half with a half-second burst. Hagnaar was in a bad way, a big chunk of his muscle bound left arm burned away by plasma fire. He didn't show much concern though as he was far more focused on strangling another Jellyhead, a scary, inhuman look in his eyes.

As he finally rolled the body off himself, he got unsteadily to his feet and snatched up a fallen UM-3 Assault Weapon. With revulsion, he prized the still warm stump of a hand from the trigger guard; it seemed to be all that was left of Kaine although it was hard to tell in the chaos. He brought the rifle into the aim and let off a wild uncontrolled burst of automatic towards the forward stairwell, tearing through two descending warriors legs purely by luck.

He sensed two more crashing into the fray from his left and swung the weapon round. Too late, the barrel was caught by a gloved hand and the gun wrenched from his grip. A quick punch to his head confirmed that this opponent was unarmed, although not much comfort as a boot descended into his now prone body, catching his groin with excruciating force.

Just as he felt this might be over for him, a shower of hot pistol shell casings rained onto his face, burning it slightly but somehow feeling reassuring. His two assailants crumpled to the floor while dark, sickly blood sprayed his writhing form. "How many times do I have to save your ass today?", "Alma?", "Yes, well done. Get up, it's over. Kain and Zell are dead but the rest of us are still here. Wait, INCOMING!"

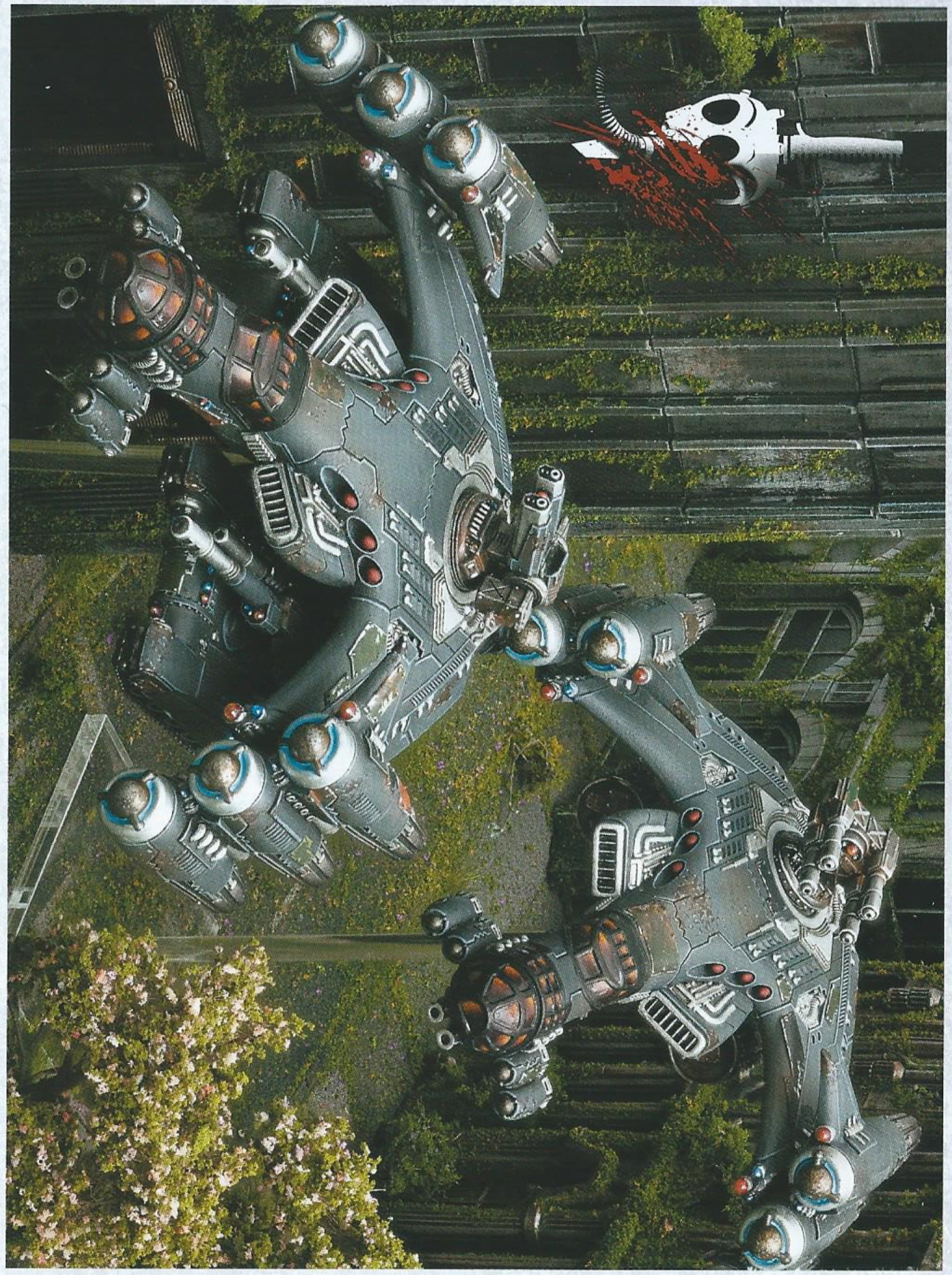


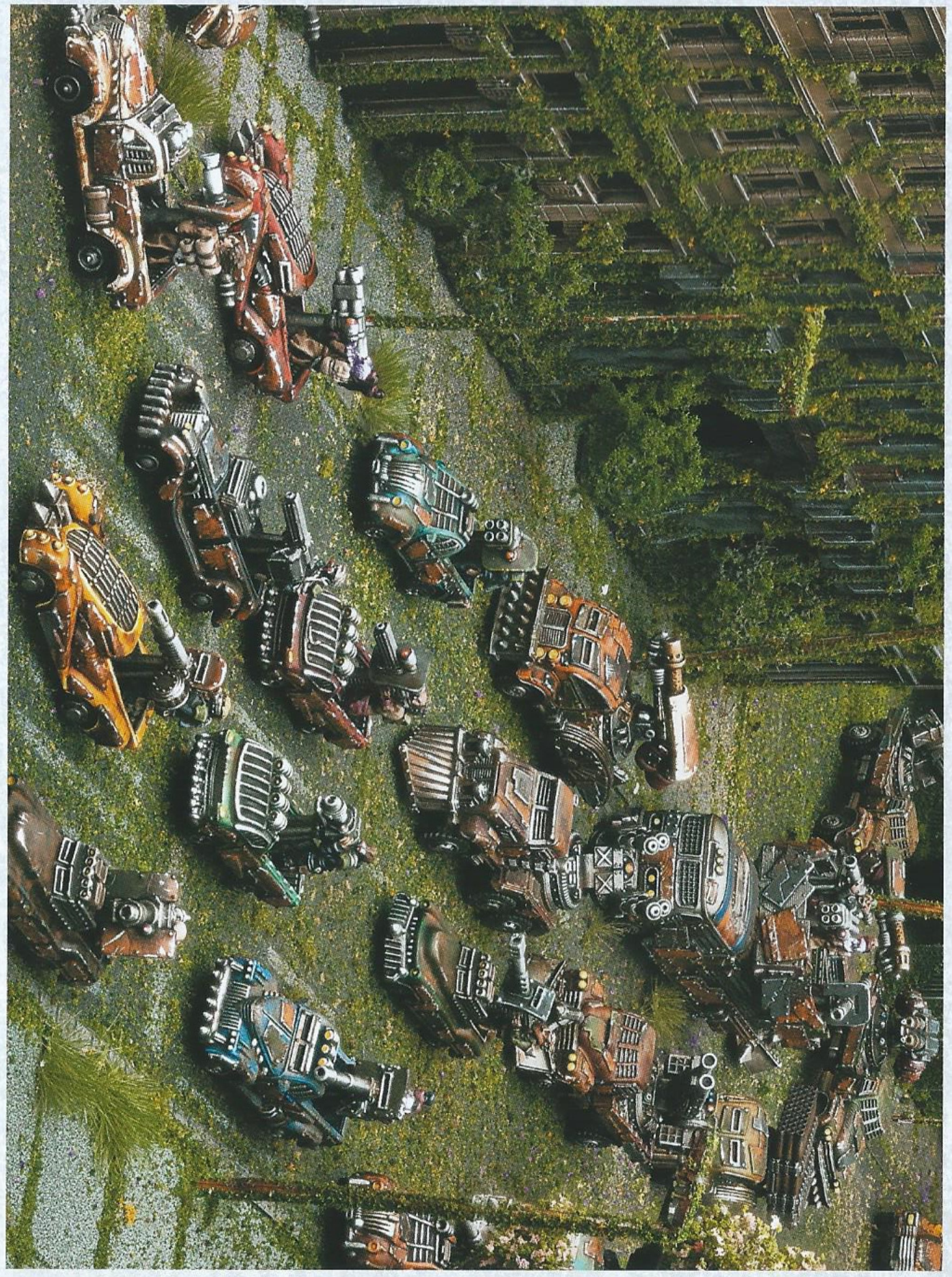
As a second squad of Scourge warriors entered the far end of the atrium, guns raised, all hope faded for Huxley. His squad were still picking themselves up from the close quarter mêlée they'd barely survived and didn't look ready to react.

Just as the Scourge raised their weapons, a tearing, thunderous chorus of heavy calibre automatic fire rang out, dropping seven warriors in an instant. The other three were grabbed from behind, their throats cut by unseen figures. "Didn't sound like our kit to me" whispered Huxley in the sudden silence, "I think..."

"Silence, brother", said a malicious sounding voice from the shadows. All at once, the four surviving members of his squad stepped carefully from the shadows, knives glinting at their throats. "Hands where I can see them", said the voice. "You're going to come with us. The Boss would like to see you".

The face that belonged to this voice brought itself into the light. It was a painted, wild looking and covered in battle scars from recent combat. It smiled with gleeful malice and Huxley quickly realised that they may have been better off facing death by plasma fire than what may now await them. In a comic daze, no doubt brought on by concussion, he reflected vaguely that he'd been blasted from an enormous warship somewhere in orbit, crashed onto an alien planet, been shot at, killed his first Scourge, been kicked in the balls, saved from certain death twice and finally got captured by savages within a single hour. All in a morning's work for a Legionnaire...





RESISTANCE - BACKGROUND

THE RESISTANCE

The Resistance is a complex, characterful and disparate assortment of human survivors on the Cradle Worlds and Earth itself, currently occupied by the dreaded alien Scourge. The very existence of the Resistance has shaped UCM military planning for its Reconquest, which became a war of liberation rather than simply a war of revenge as soon as they were discovered. Indeed, the Resistance alone are responsible for a reconquest being possible at all, as they were able to activate and maintain foldspace nodes on all but one of the Crade Worlds, allowing UCM invasion fleets to jump to their locations accurately. Theirs is a tale of loss, grit and determination to survive in the face of insurmountable odds.

We have already seen how the Resistance on Eden Prime evolved from a cowering group of shell-shocked survivors into a viable (if fragmented) fighting force. The example of Eden Prime can be considered as a general model for the progression of Resistance societies across all the Cradle Worlds and Earth itself. However, the most noticeable aspect that separates the Resistance from all other combatants is their diversity.

YEARS OF ISOLATION

There is no single Resistance society, government plan or mindset. Resistance groups have existed more or less independently of others operating on the same planet and certainly of those offworld. Each society has evolved over 160 years independently, often in very different circumstances, in different terrain and with different fortunes. The Resistance have no fleet and no easy way of communicating beyond their immediate realms. While messages can be conveyed in person, it is extremely risky for them to use long range wireless coms as the Scourge can easily intercept them. There is no fixed size or military structure to any Resistance group either and the true number of living human beings subjugated by the Scourge remains unknown.

Until recently, most Resistance bands have barely deserved their title. Without any real hope of besting an enemy with overwhelming technological and numerical superiority, their existence has been one of survival first, empty gestures second. They have often been at war with each other more frequently than with the Scourge due to squabbles over territory, supplies and sometimes down to the egomania of the most tyrannical of warlords. Raids against the real enemy have usually only occurred when certain materiel has been desperately needed or, on occasion, when they felt they could deal a massive amount of damage disproportionate to their strength.

As UCM scouts and subsequently armies have begun to arrive on the Cradle Worlds the situation is changing rapidly. Resistance societies are at last becoming aware that there is a massive, cohesive human civilisation out there that is actually capable of mounting full scale planetary invasions against their hated oppressors. Many have stepped up their efforts to strike back and are at last committing their most precious assets to the fight for freedom. Most have been all too willing to assist their potential liberators with every ounce of strength they can muster. As with all things concerning the Resistance, this situation is far from consistent...

'ALLIES' AND 'FERALS'

Although the terms are grossly inadequate for describing the myriad variations and mindsets of Resistance societies, the UCM has created two broad categories for humans at liberty from the Scourge; Allied and Feral.

Allied societies are defined as those willing or eager to assist the UCM in its efforts for Reconquest. Although still highly divergent, these groups do behave in a vaguely similar way. Most have normally civilised, reasonably sophisticated and often enlightened attitudes to government and the rule of law. These groups vary in size from tiny bands simply glad to see a powerful liberator to large and well governed enclaves which had been hoping for the existence of a society in the stars capable of reversing man's past failings. It is usually these groups that have maintained the foldspace nodes and are natural allies to any that come to their aid after so many years of planning, hoping and waiting.

Some groups, however, are subjugated by the sort of despots normally associated with Ferals, although these are usually shrewd enough to realise what the future will hold once the UCM arrive in force. The UCM's current policy is to work with these kinds of leaders in peace if they cooperate, however distasteful that may be, as their subjects are often visited with more misery than even the Scourge can bring. However, rumours of a secret directive to remove all dictatorial leaders once victory is accomplished are spreading, which makes such individuals even less likely to work with the UCM.

So called 'Ferals' are even more divergent, so much so that sometimes the word is a poor choice to describe them. Nevertheless, the UCM has defined all groups that refuse to cooperate or are actively hostile towards them as Ferals. These societies are usually totalitarian in nature, often controlled by a single, merciless individual. They vary from well organised subterranean dystopian societies where oppression and fear are enforced with ruthless efficiency to literal savages, occasionally driven over the edge of insanity by their plight. The latter are especially feared by UCM ground troops as instances of cannibalism and human sacrifice have been widely reported.

State censors have even been required to step in and silence such talk on occasion - it's devastating for morale when you've been trained to fight Scourge only to be viciously slaughtered by those you're trying to free. Feral warlords often take on grandiose monikers out of all proportion to their power – apparently, the title of King has even been used for the first time in over 300 years of human history. Such individuals are loath to relinquish their lofty positions of power, vice and adoration in exchange for 'liberation'. Even some enlightened societies are opposed to UCM intervention, and see them as just another unwelcome conqueror, almost as foreign to them as the Scourge.

ENEMIES AND ALLIES

Due to their wide divergence, it's easy to understand how political alliances involving Resistance groups and other races are as complex and varied as their societies. Each individual group approaches things differently, and while some will work actively with the Shaltari, for example, others may have good reason to want to exterminate every member of that cunning race they encounter. Indeed, Resistance-Shaltari alliances are the most complex and varied of all relations, since both groups are divergent in nature and often unpredictable. It's almost not worth delving into this issue further, as almost every possible political alliance or enmity exists between the Shaltari and Resistance somewhere across the Cradle Worlds.

By contrast, the only interplay that is easily understood and features very few complexities is their feeling towards the Scourge. The vast majority of occupied humans hate their oppressors on principle and without exception. The only real point of difference is how they deal with their respective situations. Some Resistance groups will make every effort to avoid confrontation or contact with any Scourge groups. They feel they have survived by staying silent and unseen and intend to continue with this strategy. Other societies (and those far more likely to appear on battlefields) are currently exploiting the opportunities afforded by the Reconquest to finally revenge themselves on the alien invaders.

The interaction between the Resistance and the PHR is the most concerning and least understood of all their diplomatic relations. Agents of the Republic have been sighted in audiences with several Resistance leaders across multiple Cradle Worlds. Even more worryingly, it seems that the PHR prefer to make contact with the most tyrannical and egotistical warlords they can find. Whether this is because the PHR respect their power, or more likely they feel these individuals are more easily manipulated by their brand of diplomacy, remains to be seen. In any case, it certainly seems that the carefully orchestrated, premeditated betrayal against UCM expeditionary forces in the Asguard system was the work of the Republic. The UCM also has proof that at least one feral leader on Eden Prime, the infamous Salakahn, is in league with the PHR. This may explain why he has been such a thorn in the side of colonial forces from the first day of the invasion, although what either party hopes to gain in the long term remains a mystery.

TECHNOLOGY OF THE RESISTANCE

Resistance technology is so variable as to be impossible to describe fully. Every Resistance society is unique and certainly no two armies are alike. This is largely a result of over 160 years of isolation from other groups, and of the wildly different fortunes and situations each society had to deal with. Some faced problems unique to them, although almost all had to deal with the reality of occupation by a deadly and unquestionably superior alien foe.

As a result, it's best to discuss the technologies employed by the Resistance in general terms intended to cover the most common themes. The most important distinction to make is that most Resistance armies have a two-tier tech and quality system that is unique to them.

Firstly, their armies usually contain a number of ex-military vehicles and weapons. These are by now usually over 160 years old and sometimes much older than that. As a result, they have needed repairs and modifications over the years making no two vehicles (even of the same pattern) exactly alike. Pre-war technology is not necessarily inferior to UCM machinery, although normally far more expensive and time consuming to produce, designed for very different circumstances and smaller production runs.

These precious and irreplaceable assets have been used sparingly by Resistance commanders who previously committed them to battle only when the situation was dire. Recently, they have started to see more action as the Reconquest gathers pace, with a general sense that the time is nigh to do or die.

Secondly, Resistance armies contain an eclectic mixture of repurposed and modified civilian vehicles, tools and systems. Such ramshackle and second-tier units are normally considered expendable, although their crews usually aren't. Unlike the precious military assets, these scavenged makeweights are far easier to replace than trained crew. They are even more diverse than their military counterparts since there were thousands of pre-war manufacturers, catering for the myriad needs of hundreds of different markets on multiple planets.

As time advances, this picture has blurred further, as military tech gets added to civilian vehicles while civilian tech augments military vehicles. In general terms though, it's easiest to think of the Resistance along these lines. However, if there is one constant among the Resistance, it's that there will always be an exception to every category, rule and term that the UCM attempts to label them with.

Converted Civilian Vehicles

Resistance forces routinely repurpose abandoned, decadent civilian vehicles to meet their own ends. After the massacres and subsequent assimilations that followed the Scourge invasion, there were literally thousands of these vehicles ready for the taking. While supplies have dwindled due to Scourge material reclamation patrols, they are still plentiful. Most commonly, these are up-armoured and equipped with various military surplus or homemade weapons. Indeed, 'tricking-out' vehicles has become something of an art form among inventive mechanics. They are easily replaceable assets as such they make up the bulk of most Resistance fighting forces.

High Crew Capacity

Almost all Resistance vehicles have a higher crew capacity than their UCM counterparts. This is normally due to their pre-war designs or their repurposed nature. Automation is far more common in UCM armies as they are designed for maximum manpower efficiency given their high resource stockpiles with vehicles being more easily replaced than their crews. For the Resistance this is often the other way about, especially with ex-military vehicles. However, it has been argued that extra MK1 eyeballs and human brains as part of a team can still be more effective than one overstressed individual surrounded by automated systems.

Low Atmo Thrusters

A particular example of legacy technology in Resistance armies is the low atmo grade thrusters used on aircraft such as the AT-77 Lifthawk dropship. These are not necessarily totally inferior to the systems used by the UCM, although they have very different performance characteristics. These units have excellent reliability and provide a higher level of thrust, allowing them to lift the much heavier tanks seen in Resistance armies. However, they have a much higher fuel consumption rate, a very low maximum operating ceiling, and are heavier and are far less efficient than their UCM equivalents.

Repurposed Technology

The Resistance often make use of pre-war technology in the function for which it was designed but not perhaps in the application envisaged by its original designers. Civilian units created to perform fairly mundane and peaceful tasks have often been repurposed to a military role, frequently with surprising effectiveness. Cutting tools, digging machines and other manufacturing hardware were found in abundance in the underground factories of the Cradle Worlds often 'creatively' put to use on the battlefield.

Custom Built Additions

Many Resistance vehicles feature more than just extra armour and bolted on weapons. Several incorporate whole sections that have been built from scratch to more radically change the capabilities or function of the original vehicles. Shown is the combat dais on a battle bus although a plethora of examples are known to exist.

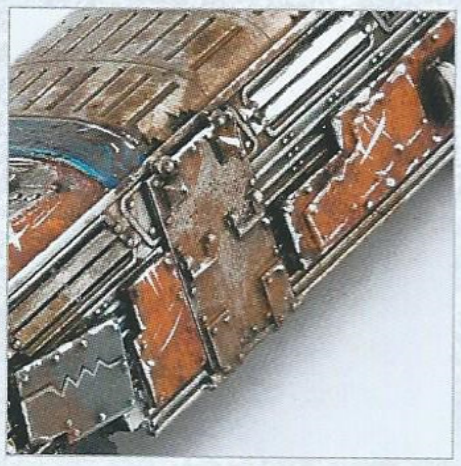
Legacy Systems

Several Resistance vehicles and aircraft make use of technologies not commonly seen among UCM forces. This is sometimes due to the fact that these systems are entirely obsolete, replaced by something better in every respect. However, more often than not, the specification and needs of military planners have changed between the pre-war years and the present day to render some technologies more suitable than others. The requirements for UCM high atmosphere orbital drops and efficient, lightweight construction usually make the difference between the technology seen in UCM and Resistance armies.

Air Cushion Vehicles

One particular vehicle type almost unique to the Resistance is the air cushion hovercraft. Such technology had been proven and honed over many hundreds of years, leading to vastly improved performance over 20th century forebears. Most notably, these hovercraft can perform over-lift; a temporary boost in thrust to lift entirely above the ground to clear large obstacles and steep inclines. Such a boost very quickly burns out the engines and drinks fuel voraciously, so this cannot be maintained for more than a few seconds. Most importantly, this ability makes these machines totally usable in landlocked urban operations.

Extra Armour



By far the most common modification is the addition of extra or replacement armour plating. In the case of civilian models, this is usually added copiously, crudely and obviously. Aesthetics are not a consideration and time is rarely invested to do a neat job. While they do not come close to providing military levels of protection, they do make these contraptions somewhat safer for their crews. In the case of military vehicles, plating is more likely to be from repairs to battle damage or corrosion. With spares running low, a slab of roofing steel may be the only fix to get a venerable tank back into the fight.

Gen-1 Technologies

Some Resistance vehicles feature technologies that would later go on to make a big impact on UCM military production. Magnetic acceleration weapons, mono-treads and active countermeasures were all pioneered by pre-war manufacturers. Although these early versions are usually considered inferior, it's not always in raw performance. Many times (as with countermeasures) the systems are of similar effectiveness to modern designs; they were just a lot more expensive to produce with much higher complexity. Occasionally, those with markedly inferior performance led to their adoption in more suitable roles, often proving highly effective.

Traditional Treads

Most pre-war tracked vehicles use traditional, multi-part metal treads with rubber grips. These are far more expensive to produce than the mono-piece rubber coated wire composite models that were being pioneered at the time of the invasion. While they offer advantages in weight and durability during battle, they have one major flaw in that they can't be repaired afterwards. Damaged mono-treads simply have to be swapped out in their entirety. Segmented designs only need the damaged portions replaced - a boon to Resistance forces for whom longevity reigns supreme among desirable qualities.

RESISTANCE WEAPONRY

When analysing Resistance weaponry, it is a fruitless and unending task to talk of specific systems and patterns. Humanity's pre-war arsenals were full of weapons dating back to various decades, manufactured by a wide range of smaller companies and featuring many improvements. This military had matured and developed over many years of relative peace, as opposed to the rapid, rigorous and focused determination of the UCM.

Since the Scourge invasion, this situation has become even harder to classify as weapons have been adapted, modified and even designed and built from scratch by what can best be described as a cottage industry. As such, it's best to discuss Resistance weapons technology in general terms within context, which will provide a better understanding of their capabilities and mindset.

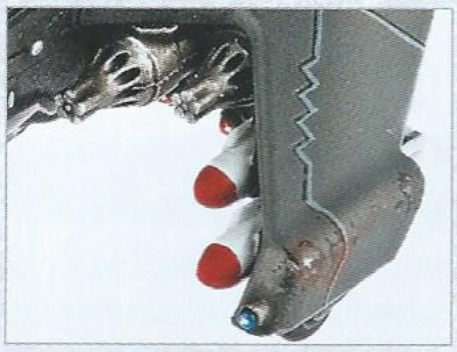
Base Independence

Many technologies employed by the Resistance permit extended operations without a permanent base or ideal conditions. In particular, this was a crucial requirement for the survival of aircraft in the early days. Only those with VTOL capability could be operated long term as obvious airfields were quickly overrun, rendering conventional aircraft worthless. Today, the Resistance are highly adept at operating VTOL flyers from swamps, caves, subterranean bases, ruined cities and icy crevasses.

Secondary Armaments

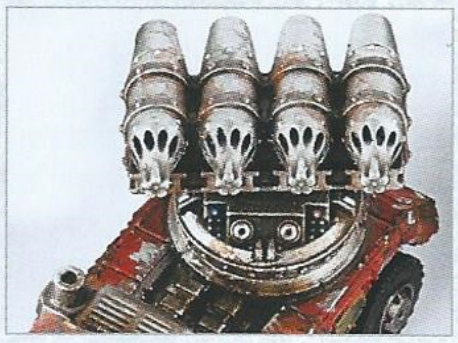
Many pre-war military vehicles were less mission-oriented than modern equivalents. They were required to do many jobs and were conceived when production rates were much lower and budgets per unit were higher. As a result, many feature secondary armaments and auxiliary systems that UCM designers would consider unfocused and bloated for their highly specific and efficient arsenals. Sometimes however, these secondary systems make all the difference and they certainly increase tactical flexibility, albeit at a cost.

Coordinated Firepower



Standard Resistance combat doctrine often involves teamwork and coordinated firepower to offset the often inferior qualities of their equipment. Such skills require considerable experience and coolness under fire, qualities that most grizzled Resistance fighters have in abundance. These actions range from focused barrages to overcome countermeasures through sheer weight of fire, to focusing multiple under-powered weapons systems on a single point, greatly increasing their destructive potential.

Repurposed Weapons



Resistance technicians frequently utilise genuine military weapons in situations their original designers had certainly not envisaged! Helicopter gunship missile pods mounted to trucks, ground AA emplacements welded to the backs of dropships and anti-tank mines carried by bikes have all been documented in use. Such ingenuity has often proved effective when there is a surplus of certain systems with a deficiency in others.

Servo Mounts

In order to make certain weapons work for unorthodox purposes, some ingenious control systems and adaptations have been required. A good example is the weapon mounts of wagons (truck-sized improvised fighting vehicles). Rather than exposing the gunner to operate a heavy weapon, the operator sits in the cab and controls the weapon through an electronic optical feed, often stripped from consumer video cameras. This meld of technology and practicality is typical of the Resistance.

Conventional Cannons

The most common kinetic energy weapons employed by Resistance tanks are tried and tested conventional cannons. Such chemically fired weapons have been around for many centuries and offer good if unspectacular performance, are extremely simple, dependable and fire basic ammunition. Many Resistance societies even have the capability to manufacture new shells, something far more difficult to do with micro-precision railgun ammunition.

Grenade Launchers

Grenade launchers are much more common among Resistance armies than they are among the UCM. These weapons pack a considerable punch for their size but are woefully lacking in range. They performed poorly in pitched battles during the Scourge invasion, where even short ranged plasma cannons could fire first. Since UCM armies are designed for massive engagements, their creators focused on range as a key way to combat the Scourge. However, in the close confines of urban combat and in ambush or insurgency ops, these primitive weapons still have their place and are highly valued by Resistance forces.

Homebrew Weapons

Some Resistance weapons are 100% homemade and were created recently. Usually, these fulfil a role for which pre-war armies had not required or they replace military munitions which have long since been expended. Large flamethrowers and crude but enormous gravity bombs have been seen in use and there is no doubt as to their effectiveness. Very occasionally, Resistance groups are actually in control of functioning factories, so are able to produce brand new units of pre-war technology.

Captured Weapons

Increasingly, the Resistance has been adapting and using looted Sourge weapons against their hated oppressors. Current understanding of the technology is rudimentary and usually only extends to connecting power or simply picking up and using enemy small arms. In human use these weapons are (sometimes unwittingly) even more devastating than before as a result of over-charging, although such abuse quickly destroys the weapon, necessitating replacement after almost every battle. Poor power regulation can even cause damage to the user, especially with larger weapons such as plasma cannons which have been known to haemorrhage molten plasma, with catastrophic results.

RESISTANCE SPECIAL RULES

SUBTERRANEAN OPERATIONS SPECIAL RULES

The Shaltari are far more advanced than other races, and as such have left the crude and risky business of physically ferrying troops into battle long behind. Instead, they utilise a complex web of teleportation constructs known as Gates. These act as fulcrums to the powerful systems aboard Shaltari warships, allowing the delivery of units direct to the battlefield, as well as to transfer troops around the combat zone with bewildering speed.
Such an unusual system carries with it a set of special rules. These are outlined as follows:

DRILL UNITS - PLACEMENT

A key part of almost all Resistance tunnel attacks is the Breaching Drill. These are used to break through from an underground tunnel to the surface. The most popular design builds in an integral central passage, allowing units lying in wait to burst topside through the drill as soon as the breach is made. Such units are represented by the word Drill in place of their Unit category on their Core Stat Sheet.

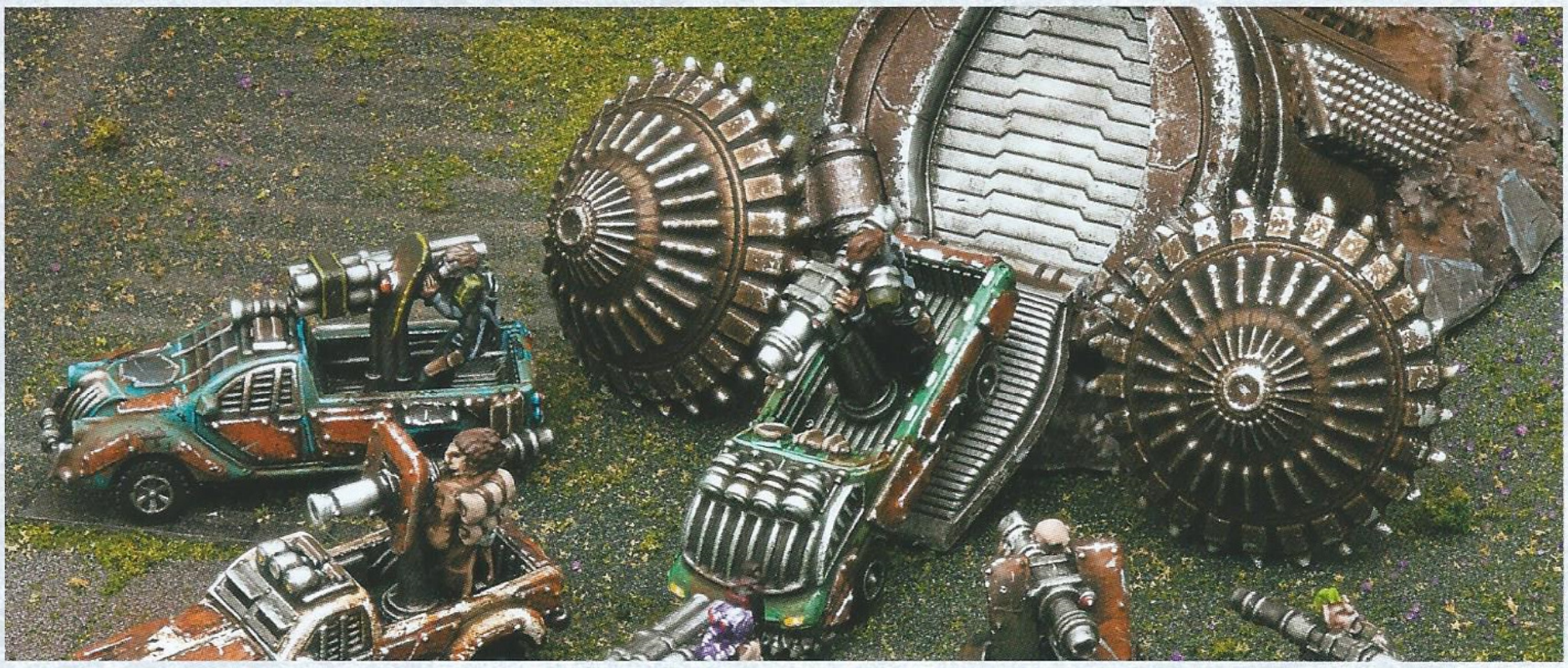
Drill Units do not deploy or activate like regular Units. They do not take up any Army Roster slots and are not part of any Squad or Battlegroup. They automatically start the game in Reserve. When they come out of Reserve (roll for this for each Drill Unit as you would with normal Squads) they MUST be deployed immediately in the following way:

1) Choose point of entry: Pick any point on the battlefield that would be passable for vehicles at ground level.

2) Roll to determine inaccuracy: Digging a hole to the surface is seldom a precise art! The actual location in which the Drill will emerge is D6+1" from the chosen point of entry in a random direction determined by a spinner or other direction determining device.

3) Place Drill: Place the centre of the Drill model's main body or base over this point. If the model cannot be placed due to impassable terrain (if a Structure or river is in the way for example), then move the point of entry back towards the original chosen point until the model can be placed legitimately.

4) Sit tight! Once the Drill has been placed it cannot be moved or activated for the rest of the game.



SUBTERRANEAN SQUADS

Any forces which are planning to assault from the tunnels will need to have started the battle in position underground, although only smaller Units are suitable for such operations. Squads which can begin the game underground are indicated by the term Subterranean in the 'Special' section of their Core Stat Sheet. At the beginning of the game, any number of these Squads may elect to begin underground, in which case they may not enter the battlefield from a friendly table edge or deploy conventionally during the game.

Instead, these Squads may deploy from any placed Drill Unit as if the centre of the model was a normal table edge, although they may not shoot on the same turn as doing so. Squads with the Subterranean rule may leave the battlefield through a Drill in the same way, even if they did not initially begin the game underground. Only one squad may deploy from or leave the battlefield per Drill per turn.

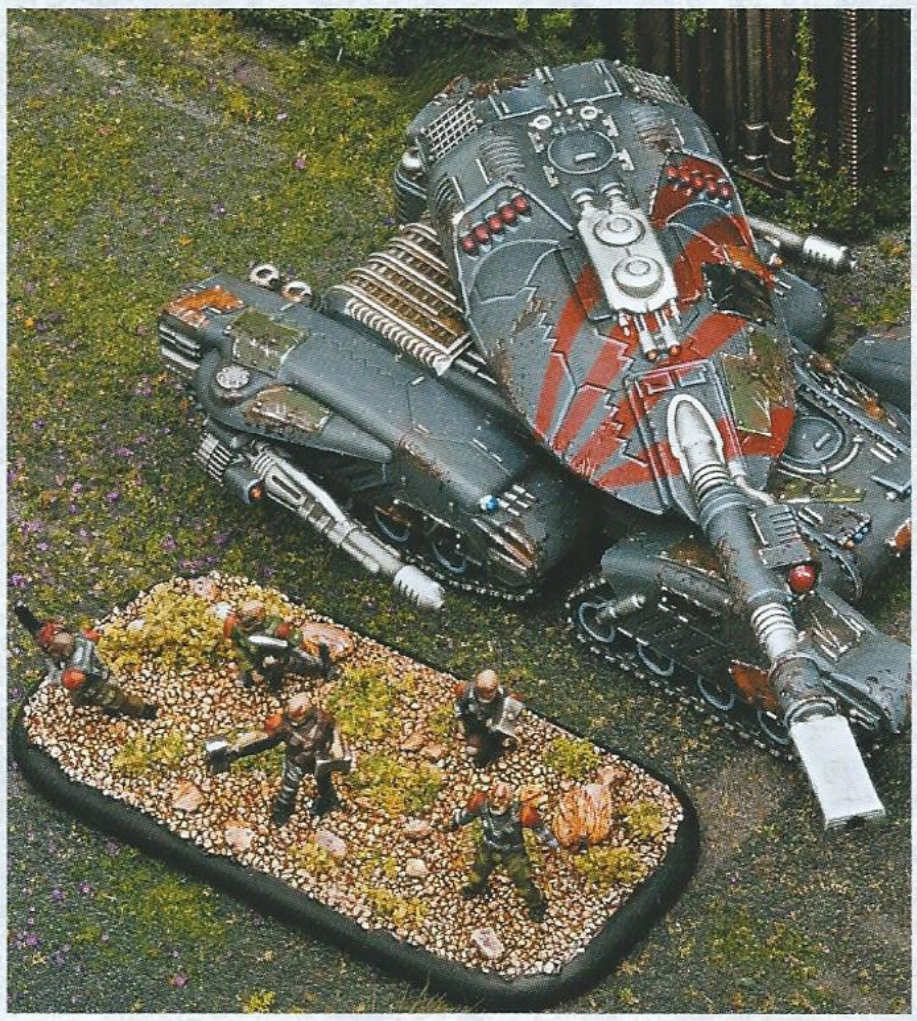
If all Drills are destroyed then any Squads still underground are effectively stranded and cannot enter the battlefield, although they do not count towards enemy kill points as they have not been destroyed.

ARMY COMPOSITION – ALLIED AND FERAL

The Resistance is unique in the sheer variety of its equipment and the differences in mindset of its forces. When writing a Resistance Army List, a player must decide if their army is **Allied** (i.e. is happy to work with the UCM) or **Feral** (is opposed to the UCM). Your choice will affect two things:

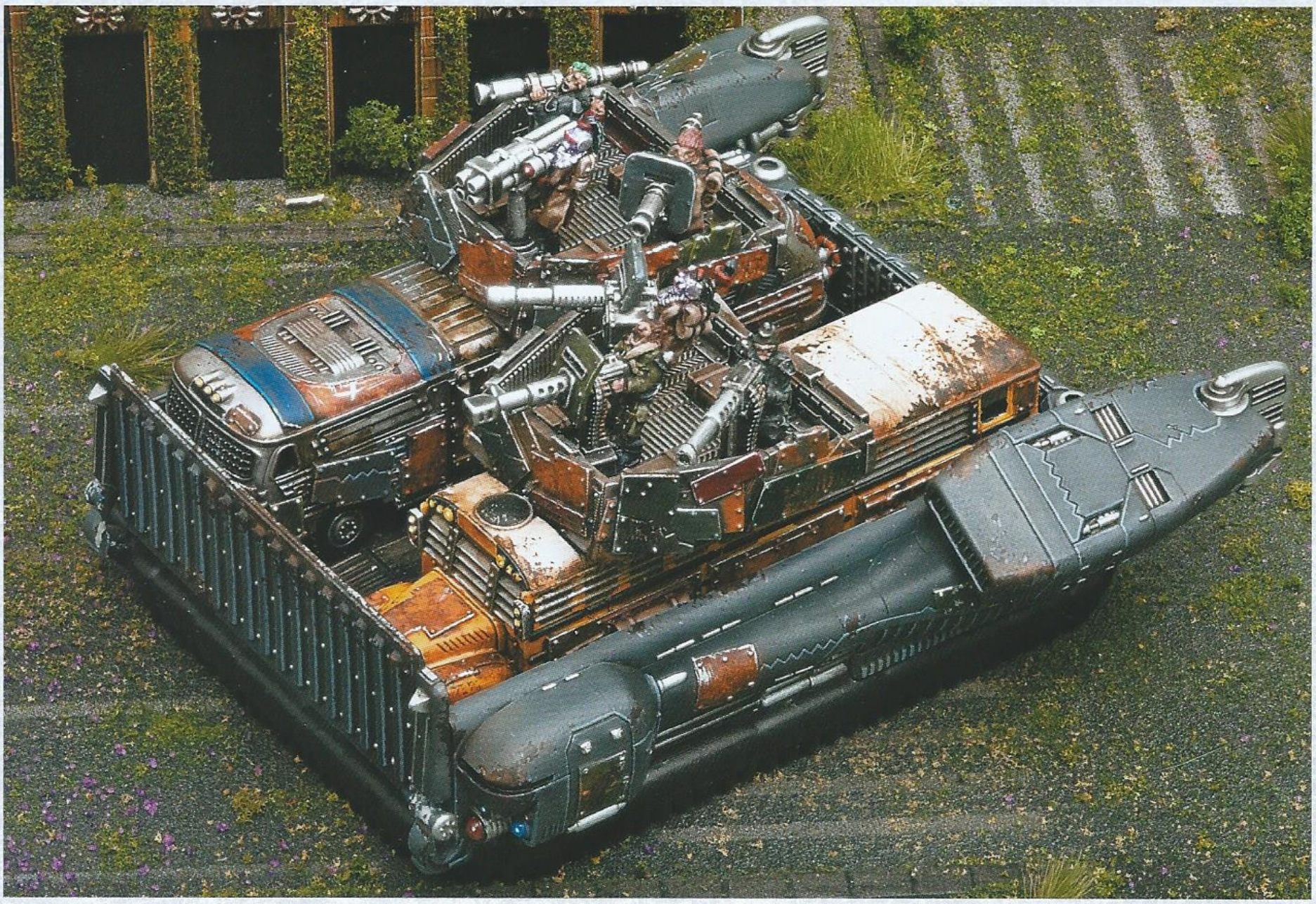
1) Squad Availability: Certain Squads are only permitted in Allied or Feral armies. This is indicated by the term **Allied** or **Feral** in the Special section of their Core Stat Sheet. For example, Marine Force Recon teams (Allied) may only be taken in Allied armies.

2) Command Cards: The Allied and Feral Command Card Decks are slightly different. Before the game, you must remove all cards clearly marked as not belonging to your faction (these particular cards will be clearly labelled as either Allied or Feral only). Once you have done so, you will be left with the usual 40 cards.

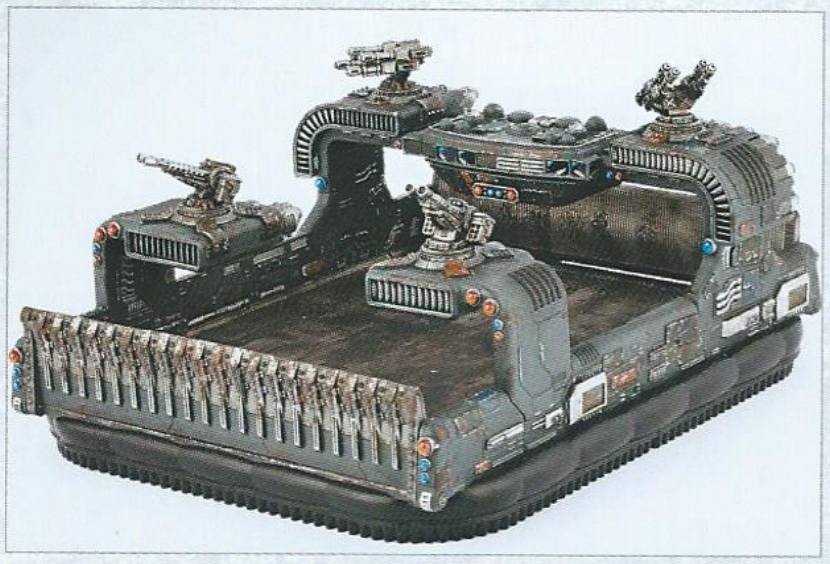


SPECIAL VEHICLE TYPE - HOVERCRAFT

These are air cushion type vehicles designed for amphibious and land based high speed operations. With great skill and experience, Resistance groups have perfected their use in lightning, frontline assaults. Hovercrafts follow all the normal rules for skimmers with the following exceptions. Weapons shooting at a Hovercraft suffer a +1 modifier to their Ac value (to a maximum of 6+) instead of the normal +2 modifier. A hovercraft does not halve its Mv Value when entering the table from readiness. A unit disembarking/embarking from a Hovercraft may forfeit its second disembark/embark allocation to fire its weapons in the same turn.



NT-4 LEVIATHAN



The NT-4 Leviathan shares many of the characteristic qualities of its much smaller cousin the NT-1 Kraken. It is an air-cushion hovercraft type vehicle designed for amphibious surface assaults, although it is capable of full land based attacks due to its over-lift capabilities (although at the expense of increased energy burn).

The Leviathan's main stand-out quality is its sheer size. It is a truly gargantuan vehicle, dwarfing the standard heavy dropships employed by all other forces in all present theatres of combat. Indeed, it would be possible to comfortably land a UCM Albatross on the deck, were it not for the obstruction from the Leviathan's massive engines. Despite its girth, the Leviathan has a lower lifting power than these far more advanced vehicles although it makes up for this in flexibility, simplicity and volume capacity. Its fuel consumption is more manageable and is much easier to maintain than dropships.

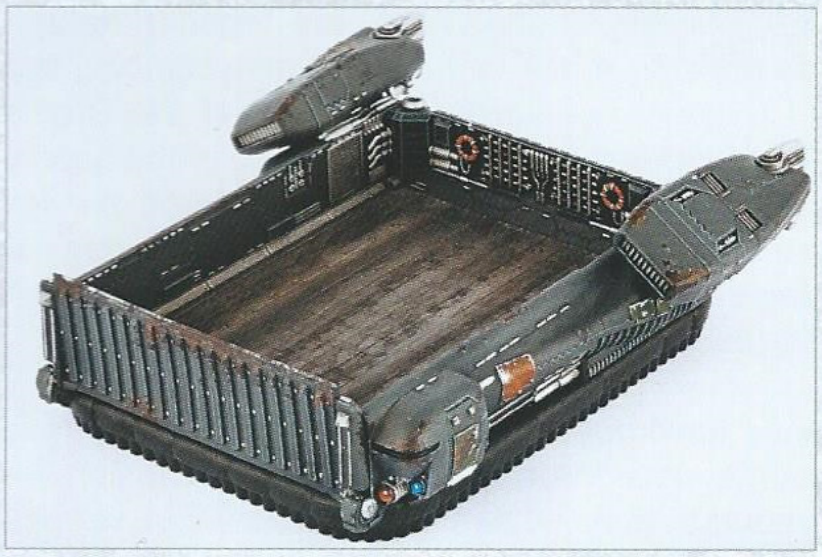
Like the Kraken, its open top configuration allows the technicals and weaponised wagons it usually carries to come out firing, giving it a tactical edge over aerial dropships. Unlike the Kraken, it was not designed for frontline combat, features thinner armour and was originally unarmed. However, almost all Resistance forces have modified these valuable assets with either a set of four anti-air guns or multi-rocket launchers, allowing it to effectively protect itself or take the fight to the enemy.

NT-4 LEVIATHAN	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	7	10"	A	9	90	Vehicle	Transport	T, Wide	Hovercraft

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Multi Rocket Battery	10	1	3+	N/A	N/A	0"	F/S/R	Barrage-4
AA Cannon *	6	2	3+	36"	18"	6"	F/S/R	AA
AA Cannon *	6	2	3+	36"	18"	6"	F/S/R	AA
AA Cannon *	6	2	3+	36"	18"	6"	F/S/R	AA
AA Cannon *	6	2	3+	36"	18"	6"	F/S/R	AA

* **Quad Cannon Upgrade:** *The Leviathan may upgrade its Multi Rocket Battery to 4 AA Cannons for +30pts*

NT-1 KRAKEN



The NT-1 Kraken was one of the most common military surface assault transports in use before the Scourge invasion. It is an amphibious air-cushion conventional hovercraft able to attack from both land and sea. It is considerably more capable on land that its 20th century forebears, since it can temporarily over-lift to traverse steep inclines and protruding obstructions. Although it does not have the lifting capacity to carry heavy armoured units such as tanks, it is uncomplicated and inexpensive, in stark contrast to the AT-77 Lifthawk dropship. The Kraken was designed to attack enemy positions directly and as such, it is armed with a 90mm cannon, capable of engaging enemy tanks and is equipped with heavy armour. It is largely its air-cushion design that limits its maximum load, although this heavy protection does not help.

Today, the Kraken is particularly popular with Resistance groups that operate from swamps or from island outposts and has proven remarkably easy to maintain. Most commonly, they carry modified civilian vehicles such as technicals and wagons into battle where using a more advanced transport such as the Lifthawk would be deemed an excessive use of valuable resourses. Vehicle crews are well drilled to emerge from these transports with all guns blazing as the open top design permits deploying units to fire as soon as the drop ramp is lowered.

NT-1 KRAKEN	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	8	10"	A	4	38	Vehicle	Transport	T, Wide	Hovercraft

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
90mm Cannon	9	1	3+	48"	18"	10"	F(N)	N/A

AT-77 LIFTHAWK

The AT-77 Lifthawk was the most ubiquitous aerial transport vehicle of the pre-war years and many are still flying with Resistance forces today. Its muscular and robust VTOL design has made it possible to operate this workhorse from almost any secluded outpost. It is exceptionally well made, features many redundant systems and had a production cost that would be inexcusable to present day UCM military planners.

By today's standards, the Lifthawk is an enormous, bloated dinosaur. Despite being able to carry the same number of vehicles as the UCM Condor, it is over twice the weight empty. It is a gas-guzzler of legendary proportions and has a very short range compared to all its modern contemporaries. The AT-77's service ceiling is also only a third of the Condor's, making it useless for high atmo drops. However, it was never designed for such operations, but has a higher lifting capacity and can be run on poorer quality fuels.

Crucially for the Resistance, the AT-77 has a toughness that is almost unrivalled, providing excellent mission survival rates. Tales of Lifthawks limping back to base with two or three engines shot away and plasma strike melts running through the fuselage and out the other side are suprisingly common. Its standard armament is a Firestreak missile system and a pair of nose mounted heavy machineguns. Many Resistance forces have exploited the AT-77's copious lift capacity and jerry-rigged an additional servo controlled flak cannon to the fuselage, giving it the ability to defend itself against roving enemy fighters.

AT-77 LIFTHAWK	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	6	16"	A	4	55	Aircraft	Transport	T, Wide	L	N/A

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Missile Battery	8	1	3+	36"	9"	8"	F	SC
Heavy Machine Gun	5	2	3+	36"	12"	8"	F	N/A
AA Cannon*	6	2	4+	36"	18"	8"	F/S/R	AA

AA Cannon Upgrade: *The AT-77 Lifthawk may be upgraded with an AA Cannon for +15pts*

MODEL 109 BREACHING DRILL

Most battlefields on the Cradle Worlds are urban in nature, often with an intricate maze of tunnels honeycombing the subterranean regions. Architectural planners of the Cradle World cities were determined to preserve some of the beauty of their planets by hiding distasteful industrial and service related industries beneath the surface. Such tunnels were cut by a wide range of efficient drilling machines, most of which were stored underground until needed.

The Resistance have used these tunnels to travel and hide from the Scourge since the earliest days of the invasion. As a matter of course, they tended to collapse most surface access points in any region they were operating in to provide some measure of security against enemy patrols.

Today, the tunnels are used in an offensive capacity as a fantastic springboard for surprise attacks. Strike teams usually utilise the model 109 Breaching Drill to once more open up a path to the surface, often right into the heart of enemy territory. The 109 is particularly popular as its drill heads can open up for a ramp to descend, creating a ready-made path unobstructed by the drill – essential if the element of surprise is to be maintained. Within seconds of breaching the surface, small Resistance vehicles such as technicals can begin pouring out, wreaking havoc in the enemies heartland.

MODEL 109 BREACHING DRILL	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	9	0"	A	5	50	Vehicle	Drill	1	Rare

BARREL BOMBER

The Barrel Bomber is known by many monikers; Monkey's Revenge, Flying Bulldozer, The Elephant, Jellycrusher and Skyhammer are just a few examples. Despite being a homebrewed concoction, it's curious to note that tinkering Resistance mechanics of questionable sanity across the Cradle Worlds seemed to have arrived at similar machines despite having no contact with each other.

The Barrel Bomber is a refreshingly uncomplicated contraption to describe. It's essentially a standard AT-77 Lifthawk dropship with three enormous homemade explosive devices mounted where vehicles would usually be carried. They are released with the simple assistance of gravity and make up for their lack of sophistication by packing more high explosive than almost any genuine military munitions. It usually carries two barrels lined with sharpened tungsten rods, the effect of which can best be described as that of an anti-tank fragmentation grenade. A third, central bomb is a tank-sized monster, designed to penetrate deep into a building through sheer mass and then detonate, levelling all but the largest structures in a single strike.

Barrel Bombers are normally only employed by the more savage Resistance forces with the most aggressive of intents. The Lifthawk was never designed to fly directly above hostile formations and survival rates for pilots are appalling. Indeed, most Barrel Bomber pilots are usually truly crazy individuals or are coerced into undertaking missions by the cruellest of means. More civilised Resistance bands will only employ such extreme measures in dire circumstances, such as during Karl Foley's famous 'Great Gambit' raid.

BARREL BOMBER	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	6	16"	A	4	65	Aircraft	Support	1	L	Rare, Feral

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Frag Barrel	10	1	4+	6"	6"	8"	F/S/R	Alt-1, Area-L, L-2, Frag-3+
Goliath Bomb	13	1	5+	6"	6"	8"	F/S/R	Alt-1, Area-S, L-1, Devastator D3, Goliath**
Missile Battery	8	1	3+	36"	9"	8"	F	SC
Heavy Machine Gun	5	2	3+	36"	12"	8"	F	N/A
AA Cannon*	6	2	4+	36"	18"	8"	F/S/R	AA

* **AA Cannon Upgrade:** *The Barrel Bomber may be upgraded with an AA Cannon for +15pts*

** **Special Rule - Goliath:** If this weapon hits a structure when fired at it directly, do not roll for damage. Instead, this weapon automatically inflicts 7+2D6 Dp to the building ignoring all modifiers.

J19 HELLHOG

The J19 Hellhog is a truly dangerous heavy strike jumpjet, designed primarily for the ground attack role. It is one of the only fighters operated by the Resistance as its VTOL (vertical take-off and landing) capabilities have allowed it to operate from small, concealed bases far from any serviceable runway. Its excellent weather proofing allows it to continue functioning even in the most oppressive environments; from icy caves to fetid swamps. Coupled with its respectable range, the Hellhog can strike almost anywhere, from almost anywhere.

Such capabilities make the J19 superb for supporting an insurgency although ironically they made it suffer during the Scourge invasion. It has a low cruise speed due to the heavy VTOL system and its pilots were poorly drilled at the time. As a result, most were destroyed on the ground or picked off by faster Scourge Corsairs. Although it can be equipped with air-to-air missiles, it has always had a lacklustre record in dogfights.

The few that remain today are used sparingly by their commanders and only in situations that call for their rare capabilities, however, when they do scream over the battlefield the effect they have on hapless ground targets is stunning. Its pair of 75mm 'Satan' chainguns can focus their fire to pulverise a single target or spray lead in a wide pattern, eviscerating multiple adversaries. Often, pilots choose to forgo their missiles altogether and carry more ammunition for the hungry maws of these awesome weapons.

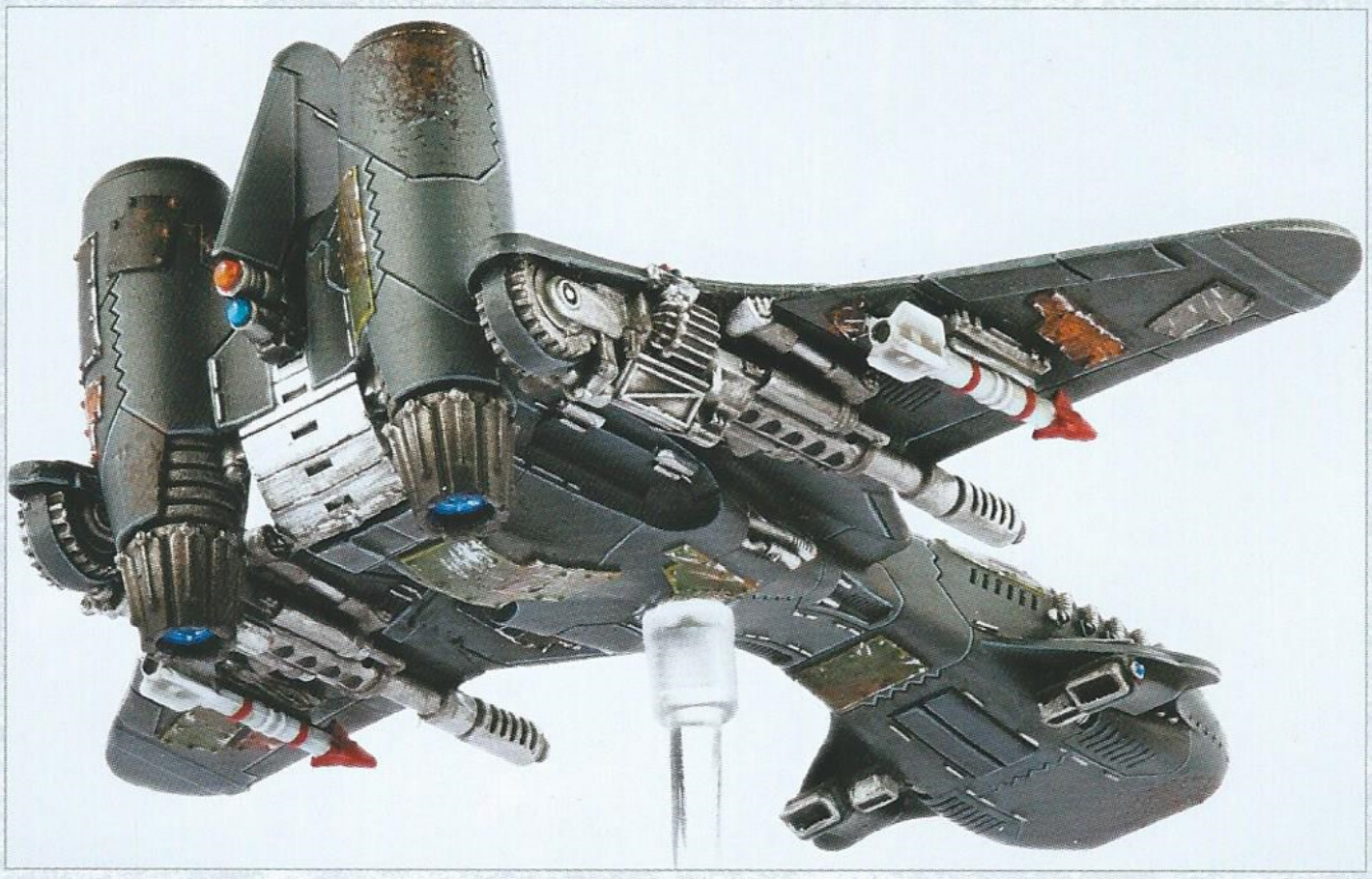
J19 HELLHOG (FAST MODE)	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	6	FM	A	3	140	Aircraft	Air	1, Open	L	Transition, Rare, Interceptor

J19 HELLHOG (HOVER MODE)	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	6	6"	A	3	140	Aircraft	Air	1, Open	L	Transition, Rare

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
75mm Satan Chaingun	6	8	3+	36"	12"	N/A	F (N)	Alt-1*, Strafe, Focus-2, L-2**
Cobra Missile	8	1	3+	∞	12"	N/A	F/S	Alt-1*, L-2, AA

*** Special Rule – Stable Platform:** *If the J-19 is in hover mode all its weapons lose the Alt-1 rule and their Ac value changes to 2+.*

**** Extra Ammo:** The fighter may exchange its Cobra Missiles for Extended Ammo Containers for +0 points. This upgrade removes the L-2 rule from the 75mm Satan Chaingun profile.



AH-16 CYCLONE

The AH-16 Cyclone is a dedicated attack helicopter, designed solely for dealing swift annihilation to ground targets. It is extremely large compared to its modern UCM equivalent, the Falcon Gunship, and requires a crew of two to operate. Such uncomplicated and primitive designs have their merits, as proven by their reliable service to Resistance groups across the Cradle Worlds.

Rotorcraft have fallen entirely out of favour with the UCMA. It is frequently argued that they take up too much room aboard ship and have a poor operating ceiling, making them totally unsuitable for the upper atmosphere drops common in UCM planetary assaults.

Since the Resistance have never even dreamed of invading an enemy en-masse from orbit, the rugged design and larger weapons payload of the Cyclone has made it the perfect gunship for their needs. Indeed, the Cyclone's Beowulf anti-tank missiles have claimed countless Scourge recon patrols over the long years and its Hornet's Nest multi-missile system can launch a deadly barrage from cover.

Normally employed in perimeter protection, armour interdiction and surgical strike missions, the AH16 always makes an impact whenever the leadership deems the situation serious enough to commit them to battle.

AH-16 CYCLONE	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	6	16"	A	2	60	Aircraft	Support	1-4, Wide	M	N/A

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Hornet's Nest Multi Missile System	10	1	3+	N/A	N/A	12"	F	Barrage-1
Beowulf Missile (left pylon)	10	1	3+	36"	9"	12"	F/S (Right)	L-2
Beowulf Missile (right pylon)	10	1	3+	36"	9"	12"	F/S (Left)	L-2
Light Chaingun	4	4	3+	36"	12"	12"	F/S	N/A

TECHNICAL

After almost two centuries of occupation, the Resistance have become highly adept at repairing, modifying and armouring antique vehicles. Car sized weaponised versions are known as 'technicals' and are a common sight whenever the Resistance take to the field of battle. Inventively dangerous additions such as rams, wheel spikes and roll cages are frequently added to complete the conversion to military service. The modifications rarely extend to countermeasures, as these systems are too complex to be worth retrofitting to an expendable asset. Drivers often take great pride in their steeds, adding personal adornments, custom markings and special modifications of their own. Due to the huge choice of vehicles to convert, it is not uncommon to see beautifully made works of art that once cost a lifetime's wage crashing around with rusty armour plating, the top sawn off and a gun bolted to where the rear seats used to be.

ROCKET TECHNICAL

The most common form of technical is armed with an army surplus rocket launcher. These vary in design as pre-war armies had long histories and thus many different patterns were in service at the same time. The rockets fired by these units are generally handmade to supplement dwindling stockpiles of military grade munitions, and although they can be effective against tanks their explosive power and range is limited. Rocket Technicals are at their most dangerous when used as part of a well coordinated team, where the superior skill of the operators can combine their efforts to do great damage to a single target.

ROCKET TECHNICAL	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	5	9"	N/A	1	12	VEHICLE	STANDARD	6-12, STANDARD	SUBTERRANEAN

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ROCKET LAUNCHER	6	1	2+	18"	6"	9"	F/S	SC, FOCUS-2

Transport: 1-2 NT-1 Kraken (6 units each). May share 1 x NT-4 Leviathan with another Gun or Rocket Technical Squad. The total number of vehicles must equal 24.

GUN TECHNICAL

Gun armed versions make use of the veteran Resistance gunner's skill to engage both ground and air targets through the use of a specially built AA mount. Since they aren't carrying a pile of bulky rockets, these technicals have some room left for additional communications equipment, optics and scanners, allowing them to also fulfil a reconnaissance role.

GUN TECHNICAL	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	5	9"	N/A	1	10	VEHICLE	SCOUT	6-12, STANDARD	SUBTERRANEAN

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
HEAVY MACHINE GUN	5	1	2+	36"	12"	6"	F/S	AA

Transport: 1-2 NT-1 Kraken (6 units each). May share 1 x NT-4 Leviathan with another Gun or Rocket Technical Squad. The total number of vehicles must equal 24.

WAGONS

'Wagon' is a blanket term for all truck-sized vehicles modified for use in the armies of the Resistance. Usually, they are equipped with heavier weapons than can be carried by smaller vehicles. A plethora of ingenious designs are known to exist and it is a rarity that no two wagons are exactly alike. Generally, more time and resourses will be invested in the creation of wagons than technicals, allowing them to feature digital rangefinders, servo controlled weapon mounts and reasonably advanced optics. The armament is normally operated by a co-driver in the cab, providing some degree of crew safety; like the smaller technicals, these improvised units feature no countermeasures whatsoever.

In combat, these ramshackle vehicles have earned a surprising reputation for resilience. Although their crudely bolted-on armour plates offer patchy protection, it has been known for anti-tank rounds to simply pass all the way through, doing nothing more than adding an extra window. Their very nature as civilian vehicles means that there are few large and vital systems to hit so they can take a fair amount of punishment before they disintegrate under fire into a pile of rusty scrap. Some of the most commonly encountered wagon variants are shown below:

GUN WAGON

Gun wagons are usually armed with conventional rapid fire cannons mounted for the anti-air role which offer reasonable rate of fire, acceptable range and excellent reliability. Such weapons are plentiful to most Resistance groups as there are usually more surplus military weapons than people to operate them.

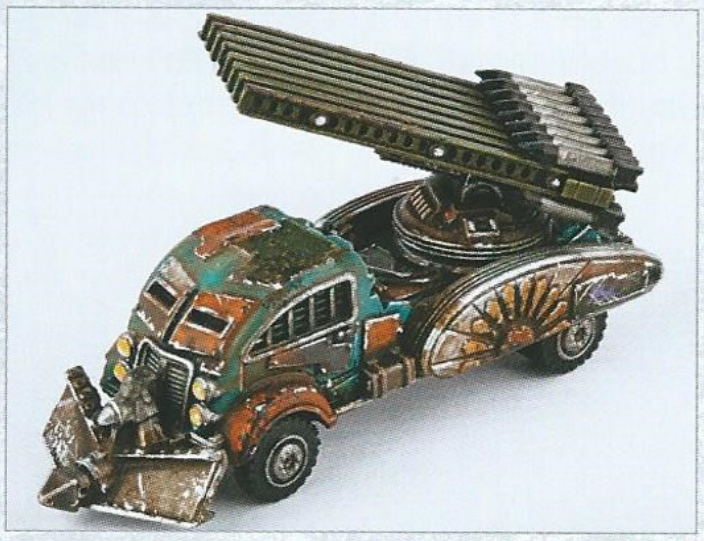
The distinctly average performance of the gun wagon's armament is balanced against the experience and skill of the operator. Practically every Resistance soldier can be considered a veteran in any case and only those with experience in regular technicals get to step up to crew these larger contraptions.

GUN WAGON	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	6	6"	N/A	2	25	Vehicle	Standard	3-6, Standard	N/A

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
AA Cannon	6	2	2+	36"	18"	6"	F/S/R	AA

Transport: 1-2 NT-1 Kraken (3 units each). May share 1 x NT-4 Leviathan with another Storm, Fire or Gun Wagon Squad. The total number of vehicles must equal 12.

STORM WAGON



The storm wagon is known colloquially as Devil's Guitar, Deathscreamer, Howler and Boomer, amongst other names. This is the most varied in design of all wagons, taking the concept of improvised munitions to its fullest extent.

In essence, the storm wagon straps a massive quantity of unguided rockets (from different sources) to a traversable mount on the rear of the vehicle. These are unleashed in a rapid fire, barely controlled salvo of screaming destruction, usually in an arcing trajectory allowing the base vehicle to operate safely from cover. Although their munitions are slow, they can overwhelm countermeasures by sheer quantity, increasing their effective range when multiple units fire as a battery.

STORM WAGON	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	6	6"	N/A	2	28	Vehicle	Support	3-12, Standard	N/A

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Multiple Rocket Battery	10	1	4+	N/A	N/A	0	F/S/R	Barrage-1

Transport: 1 x Leviathan Heavy Hovercraft (12 units each) or: 1-4 NT-1 Kraken (3 units each). May share 1 x NT-4 Leviathan with another Storm, Fire or Gun Wagon Squad. The total number of vehicles must equal 12.

FIRE WAGON

The fire wagon is unusual in that its primary weapon system is always built from scratch. Sources for giant, car-sized flamethrowers were unfortunately not common in pre-war arsenals!

These homemade flamethrowers are uncomplicated and of a standard design, little changed from those made famous by battles long past. Squirting burning liquid at the enemy remains one of the most effective ways of dislodging infantry from structures and bunkers, even in these high-tech times. The deaths these weapons inflict on the enemy are horrific, although it's safe to assume that its the way the vengeful operators of this machine like it.

FIRE WAGON	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	6	6"	N/A	2	18	Vehicle	Support	3-6, Standard	N/A

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Flamethrower	4	4	3+	6"	6"	6"	F/S/R	Flame

Transport: 1-2 NT-1 Kraken (3 units each). May share 1 x NT-4 Leviathan with another Storm, Fire or Gun Wagon Squad. The total number of vehicles must equal 12.

M9 HANNIBAL

The M9 Hannibal had been the main battle tank of the pre-war armies of humanity for over a quarter of a century before the Scourge invasion. It features a crew of three, exceptional toughness and multiple redundant systems, allowing it to keep fighting beyond the capacity of all modern day main battle tanks. Indeed, its rather primitive but thick armour gives it a tonnage that eclipses even UCM heavy battle tanks by over 50%.

As a tank design for the modern era, it is far from perfect. Somewhat unfocused tactically with its twin conventional cannon weapons systems of different traverse and different calibre, it is famous for what UCM designers frequently describe as 'unnecessary complexity, over-engineering and unacceptable cost'. It was envisioned in peacetime with much smaller and more relaxed production schedules, allowing its designers to go to excesses prohibited today.

The UCM quickly abandoned manufacture of the Hannibal as soon as the far lighter and more mission-oriented Sabre MBT was designed. The Sabre's lightweight, single crewman design is far more suitable for orbital insertion. However, it's worth remembering that the Hannibal was never designed for invasions en-masse, but for peacekeeping and local defence. It performed this job admirably for 28 years before the lightning speed and vast numbers of the Scourge quickly consigned most of these unprepared old warhorses to the history books.

Most of the M9's that survived the invasion were those that never reached the frontlines (due to repair, new manufacture, lack of crew or transport loss). Since those dark times, every functional M9 Hannibal has been a major asset to the Resistance and has only been committed to battle in dire circumstances.

M9 HANNIBAL	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	10	3"	A	2	45	Vehicle	Heavy	2/4, Standard	N/A

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
120mm Punisher Cannon	10	1	2+	∞	18"	3	F/S/R	N/A
90mm Cannon	9	1	2+	∞	18"	3	F(Narrow)	N/A
Machine Gun	3	3	3+	24"	12"	3	F/S/R	N/A

Transport: 1-2 AT-77 Lifthawk dropships (2 units each)

M20 ZHUKOV

The M20 Zhukov is based on the M9 Hannibal hull and shares its renowned resilience as well as its weaknesses. However, the Zhukov takes the complexity and expense of the M9 to a whole new level. It was only available in limited numbers before the invasion and is ever rarer today.

It is equipped with one of the first magnetic accelerator weapons ever mounted to a production tank, the 32mm Rail Cannon. Compared to the railguns employed by the UCM, the weapon is underpowered, massively complex, heavy and ruinously expensive, but, the Zhukov is different to modern designs in that it employs this weapon in the anti-air role. While the small calibre of the 32mm lacks punch against tanks, it is utterly devastating against slow moving aircraft. A single hit from this weapon can bring down most modern day medium dropships from long range. Its terrible rate of fire (for an AA weapon) makes it much less effective against fast movers such as fighters.

The Zhukov also features the same hull mounted cannon as the Hannibal, giving it a limited anti-tank capability, although somewhat inadequate to really be in contention against a battle tank. This further exacerbates the lack of focus and complexity in the vehicle's design. Despite the 32mm Rail-Cannon's undoubted lethality, the AA tracking systems on the Zhukov were deemed far too costly and painstaking to produce for the UCM and it chose the lighter, simpler, faster and smaller Rapier as its frontline anti-air tank.

The few Zhukov's still operated by the Resistance are prized beyond whole groups of lesser vehicles as they provide a significant range advantage against incoming Scourge dropships. Many times they have made the difference between being overrun and clearing enough sky to escape the jaws of the death.

M20 ZHUKOV	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	10	3"	A	2	75	VEHICLE	HEAVY	2, STANDARD	RARE

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
32MM RAIL CANNON	8	1	2+	∞	24"	3	F/S	AA, DEVASTATOR-2
90MM CANNON	9	1	2+	∞	18"	3	F (NARROW)	N/A
MACHINE GUN	3	3	3+	24"	12"	3	F/S/R	N/A

Transport: 1 AT-77 Lifthawk dropships (2 units only)

BATTLE BUS

Resistance use of improvised civilian vehicles also extends to the role of troop transport. The standard pre-war MT-90 Jackson halftrack has the dual weakness of small capacity and limited availability. When the Resistance need to move large numbers of troops in expendable vehicles they usually turn to the battle bus.

Once civilian public transport machines, these are up-armoured and equipped with practical additions such as extra doors. In their basic unarmed state, these vehicles are plentiful and very easily replaced, however, if a little armed protection is required, it's not uncommon for mechanics to rig up a combat dais on the back of the transport. These have room for several gunners and weapons for either anti-tank or anti-air capability. However, these modifications take up additional resourses and make the weaponised version a more significant asset in the field.

BATTLE BUS	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	6	6"	N/A	4	15	VEHICLE	TRANSPORT	T, STANDARD	FIRING PORTS*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ROCKET LAUNCHER BATTERY	6	3	2+	18"	6"	6"	F/S	SC, FOCUS-2
HEAVY MACHINE GUN BATTERY	5	3	2+	36"	12"	6"	F/S	AA

Weapons Upgrade: *A Battle Bus may be upgraded with a Heavy Machine Gun Battery for +15pts or may be upgraded with a Rocket Launcher Battery for +10pts.*

***Special Rule - Firing Ports:** Infantry Units may shoot from this vehicle but suffer a +1 Ac penalty (measure Line of Sight and range as if the Battle Bus is shooting). Change all firing infantry weapon's Mf values to 6" when doing so.*

MT-90 JACKSON

The Jackson was one of the most numerous vehicles in service with the pre-war armies of mankind, and despite the appalling losses during the Scourge invasion it remains relatively plentiful today. It was primarily designed as an armoured troop transport although a plethora of variants are known to have existed. Its standard capacity of 10 men is somewhat lower than that of its modern equivalent although it features thicker and heavier armour. Indeed, despite being smaller than the UCM Bear APC it is actually a little heavier since the later makes extensive use of advanced composites.

The MT-90 is best known for its half-track design, a configuration revisited after a lengthy absence from battlefields. It featured several forward looking innovations however, including the rubberised wire-composite mono-piece tracks which would later be perfected by the UCM to see use in almost all its tracked vehicles.

The MT-90 is normally armed with the short ranged but lethal 'Deluge' multi-grenade launcher system. Military versions usually employ high explosive rounds, although other variants used more exotic projectiles. In particular, the law enforcement version launched remote controlled Spider Drones into structures for wide surveillance patrols. Today, the Resistance has weaponised these harmless contraptions through the simple expedient of strapping plastic explosives to their underbellies. This allows the driver of the vehicle to assist directly in CQB's by gleefully directing his charges to hunt the enemy down and if possible, blow their legs off!

MT-90 JACKSON	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	6"	A	1	15	VEHICLE	TRANSPORT	T, STANDARD	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
DELUGE GRENADE LAUNCHER	7	1	3+	18"	6"	6"	F	SC

Spider Launcher Upgrade: *A Half Track may replace its Grenade Launcher with a Spider Launcher for +10pts. One friendly infantry squad in a structure within 3" of the Jackson may gain an additional D3 dice to their CQB pool per turn.*

M3 ALEXANDER

Few would contest the legend of this vehicle's namesake, while even less would doubt that this is one of the most formidable battle tanks ever produced by mankind.

Virtually every statistic of the M3 is off the charts – tonnage, length, girth, height, component count and cost were all records broken when the Alexander was introduced to much fanfare. Its size was such that it needed two rockable pairs of treads to ensure good mobility and prevent stranding over uneven ground. Even military analysts at the time felt that the M3 was an unforgivable exercise in excess during peacetime and of questionable use in many tactical situations.

The tank was the brainchild Gaius Li, the EAA's Defence Secretary during the 2480's. It is said that the government needed a poster child for military spending when fear of Shaltari attacks was at a 30 year high following the Shangri-La resort massacre incident. It had even been joked that the man had compensation issues due to his diminutive height.

Somehow, this behemoth got through the budget committee and the result was a monstrous conglomeration of steel, titanium, grease and excessive firepower. The barrel of its main gun, the legendary Equaliser, is longer than most whole main battle tanks. Its 220mm calibre is enormous and the weight of the shell is over three times that hurled by the M9 Hannibal's main gun. It is also equipped with a pair of rapid fire chain-guns, superb weapons for cutting through lighter vehicles. As if that wasn't enough, it is also equipped with the 'Maelstrom' grenade cluster launcher – a weapon capable of causing appalling devastation at limited range, if the enemy ever managed to get close of course.

Despite its lauded invulnerability, most M3's fell prey to the much faster vehicles of the Scourge during the invasion. The Alexander's had largely been deployed carelessly in the mistaken belief that they would weather anything the enemy had to throw at them. Only six M3's had ever been lost to combat in the preceding 20 years – mankind lost 90% of all units on the frontline on the first day.

The tiny number still in service with Resistance groups today are invariably used as command vehicles, chariots to the greatest of warlords and to those who have earned the right to use such irreplaceable avatars of destruction.

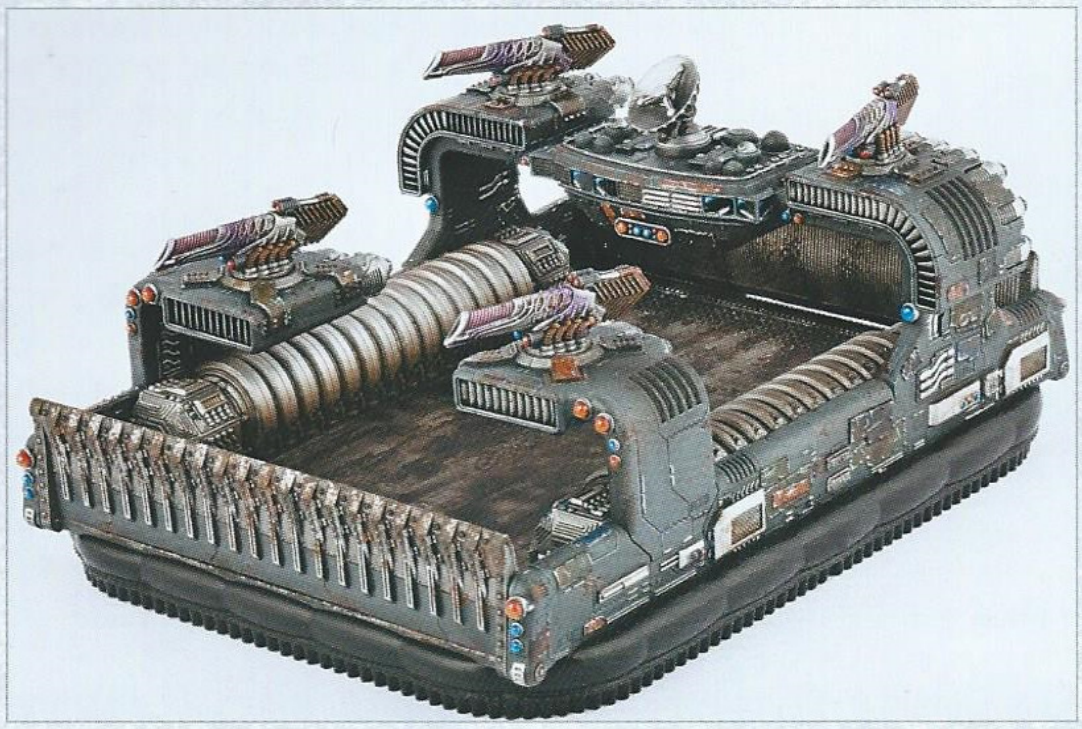
M3 ALEXANDER	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	10	2"	A	5	135	Vehicle	Command	1	N/A

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
220mm Equaliser Cannon	12	1	2+	∞	18"	2"	F/S	Demolisher-3, Devastator-2, Toughened Shells*, CA-1
Maelstrom Grenade Launcher	10	1	2+	12"	12"	2"	F/S	CA-1, L-1, Area-L
Chaingun	7	2	2+	36"	18"	2"	F/S	N/A
Chaingun	7	2	2+	36"	18"	2"	F/S	N/A

Transport: 1 AT-77 Lifthawk dropship (1 unit each)

Special Rule – Toughened Shells: *These are so resilient that Active Countermeasures take some time to destroy them. This weapon may choose to reduce its E value by 1 and increase its R(c) by 6". This may be done multiple times.*

NT-5 THUNDERSTORM CUSTOM



The NT-5 Thunderstorm is largely based on the massive Leviathan hovercraft. Its primary role was to provide energy during mobile operations far from friendly bases; it achieves this by mounting a pair of massive power generators at the expense of transport capacity.

The design in its stock configuration almost never sees frontline combat as it is far too useful to the Resistance back at base where it is often their sole source of power. The only time this rare beast sees battle is in a modified form known variously as the Jellymelter, Sunbrick, Plasmathief and Taste of Your Own Medicine. The most talented Resistance engineers across the Cradle Worlds have discovered that the NT-5's power output is sufficient to energise a set of Scourge Plasma Cannons, normally looted from destroyed enemy grav-tanks. Only the most gifted of mechanics can successfully achieve the feat of getting these alien weapons functioning, so this machine it is incredibly rare.

Although human understanding of plasma weapon extends to jerry-rigging enemy manufactured units to human chassis, full mastery is still a distant prospect. It requires an enormous generator to achieve the necessary energy levels and power regulation is still a mystery. In the case of the Thunderstorm Custom, the weapons operate at a dangerously high temperature. Although this grants additional power and range, it quickly burns the weapons out and even causes unpredictable plasma haemorrhaging to the hull in the process. Indeed, the captured cannons seldom last beyond a single battle and require constant replacement.

Due to its awesome firepower and expense of resourses, this behemoth is almost always used as a command vehicle by the kind of Resistance commander who will accept nothing less than the most imposing chariot available regardless of practicality. Its transport capacity is normally used to deploy the warlord's retinue, an elite group of some of the very best technical drivers and gunners in the business of destruction.

NT-5 THUNDERSTORM CUSTOM	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	8	10"	A	9	185	Vehicle	Command	1	Hovercraft, Command Transport**

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Looted Plasma Cannon*	12	1	2+	18"	18"	6"	F/S/R	Demolisher-2
Looted Plasma Cannon*	12	1	2+	18"	18"	6"	F/S/R	Demolisher-2
Looted Plasma Cannon*	12	1	2+	18"	18"	6"	F/S/R	Demolisher-2
Looted Plasma Cannon*	12	1	2+	18"	18"	6"	F/S/R	Demolisher-2

* **Special Rule - Overloaded:** *If 2 or more of these weapons on this Unit roll a 1 to hit in the same turn, this Unit automatically suffers an energy 12 hit.*

** **Special Rule - Command Transport:** *The Thunderstorm may be upgraded to carry 12 Warlords Retinue Technicals for +204pts. Their stats are shown below:*

WARLORDS RETINUE	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	5	9"	E+2	1	17	Vehicle	N/A	12, Standard	Subterranean

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Rocket Launcher	6	1	2+	18"	6"	9"	F/S	SC, Focus-2

RESISTANCE FIGHTERS

Almost every Resistance fighter can be considered a veteran, especially when compared to their fresh-faced counterparts in the UCM Legions. These people have lived their entire lives under enemy occupation and fight with grim determination, often holding their ground against impossible odds.

Despite this mental toughness, their combat effectiveness can be considered broadly equivalent to those in the Legions. Ultimately, they are not trained soldiers and they tend to sport a wide variety of outdated kit of mixed vintage and pattern. A lot of their gear is handmade and somewhat lacking compared to their high-tech counterparts.

Their primary weapon is normally the pre-war A12 Infantry Rifle, a fantastically reliable if unspectacular weapon, featuring basic digital sighting and a distinctive sickle shaped high capacity magazine. Fighters are often equipped with homebrew single use RPG's, which make up for their lack of punch in numbers and the coordinated fire of multiple users.

Resistance Fighters	A	Mv	CM	DP	Pts	Type	Category	CQB	F	S+C	Special
	2	2"	N/A	5	24	Infantry	Troops	1	3+	2-4, B2B	Subterranean

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Assault Rifles	3	5	3+	36"	9"	1"	F/S/R	Alt-1, RW-1, SA-6
Homemade RPGs	6	5	3+	18"	6"	0"	F/S/R	Alt-1, RW-1, SC, Focus-2, L-1

Transport (option 1): 1x Battle Bus (2-4 units only). May share 1 x NT-1 Kraken with another Resistance Fighters Squad, Occupation Veterans Squad or Berserkers squad, providing they are both mounted in Battle Buses.

Transport (option 2): 1 Jackson Halftrack (2 units only). May share 1 x AT-77 Lifthawk dropship with 2 additional Resistance Fighters Squads, Occupation Veterans Squads or Berserkers squads, providing they are all mounted in Jackson Halftracks.

OCCUPATION VETERANS

Even among the toughened fighters of the Resistance, there are battle hardened individuals who have survived the crucible of combat and beaten the odds time and time again. These elite warriors are provided with the best kit available regardless of expense.

Since they have been on the receiving end of Scourge weapons on countless occasions, they have a grudging respect for the superiority of the aliens' technology. Rather than cower before it, they generally choose to turn the enemy's weapons against them! As such, these so called 'Occupation Veterans' are normally equipped with looted Scourge Plasma Rifles and power backpacks.

Although any human can simply pick up and use a Plasma Rifle (since they were designed for human hosts) the supply is limited. Most Resistance attacks are hit and run and there is seldom time to search the bodies of the fallen. Also, human use of the weapons has a major limitation in that no one has figured out how to re-energise them. Armourers have made the best of this situation though by deliberately overloading the weapons. Such actions wear down and destroy the guns extremely quickly, but not usually before they run out of power, after which they are simply discarded as useless paperweights. These modifications grant Occupation Veterans extended range, making them some of the most dangerous ranged infantry on any battlefield today.

Occupation Veterans	A	Mv	CM	DP	Pts	Type	Category	CQB	F	S+C	Special
	2	2"	N/A	5	44	Infantry	Exotic	2	2+	2-4, B2B	Dodge 5+, Subterranean

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Overcharged Plasma Rifles	4*	5	2+	18"	18"	2"	F/S/R	RW-1, SA-7

Transport (option 1): 1x Battle Bus (2-4 units only). May share 1 x NT-1 Kraken with another Occupation Veterans squad, Resistance Fighters squad or Berserkers squad, providing they are both mounted in Battle Buses.

Transport (option 2): 1 Jackson Halftrack (2 units only). May share 1 x AT-77 Lifthawk dropship with 2 additional Resistance Fighters Squads, Occupation Veterans Squads or Berserkers squads, providing they are all mounted in Jackson Halftracks.

***Special Rule - Combined Fire:** 3 hits on a single enemy unit may be combined into a single Energy 11 hit.*

FREERIDERS

Freeriders form the backbone of almost any Resistance recon patrol and utilise extremely fast bikes to zip around battlefields and explore behind enemy lines. These vehicles are a wide variety of pre-war civilian models, often with a strong aesthetic element common to consumer products of the period.

As there are far more discarded bikes than there are people to ride them, the supply is plentiful and individual riders are permitted to use whichever machines they choose. Normally, they pick the most expensive, fast and exotic ones they can lay their hands on, modifying them with additional armour and bolt on machineguns.

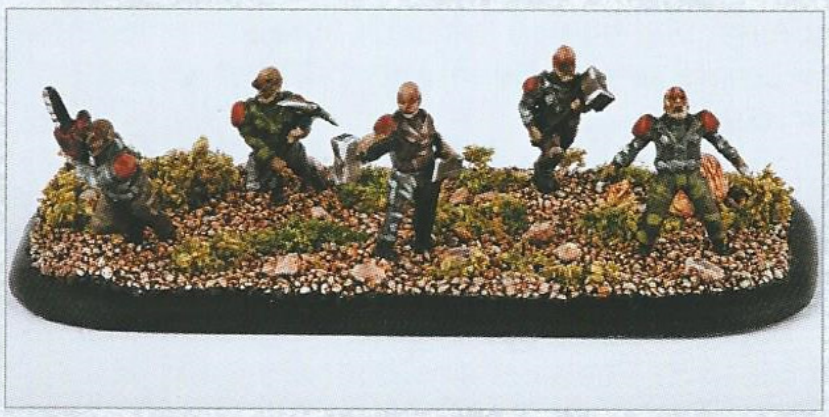
Freerider bands usually attract the youngest and most reckless of Resistance fighters. A certain sense of invincibility, a death wish or sheer insanity is definitely required for those that take to the battlefield. When riding across open ground, they take advantage of their speed and agility to dodge incoming fire, sometimes closing within touching distance of the enemy to slap limpet mines onto tanks, causing devastation disproportionate to their tiny size.

Freeriders	A	Mv	CM	DP	Pts	Type	Category	CQB	F	S+C	Special
	3	16"	E+3	3	35	Infantry	Scout	1	4+	2-4, B2B	Subterranean, DF, Bikes*

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Sticky Mine	10	3	3+	Cc	Cc	12"	F/S	RW-1
Machine Gun	3	3	3+	24"	9"	12"	F/S/R	RW-1

***Special Rule - Bikes:** *This Unit does not count as having moved when abandoning a structure, but does count as having made one Disembark operation (and therefore can only move a maximum of half its Mv value for the rest of the turn).*

BERSERKERS



Berserkers are a ragtag collection of the most crazed, psychotic, homicidal maniacs present in the armies of the most savage of Resistance warlords. Often, they go to war in a drug crazed red haze, intent on nothing but the glorious release of murderous gluttony. Sometimes, they are simply those who have looked oblivion in the face one too many times and chosen to scream back rather than break down in despair.

Whatever the cause of their lust for slaughter, Berserkers are unusual and terrifying in that they are equipped only with close combat weapons. They find killing by hand and in person far more satisfying than the cold efficiency of ranged combat. Any brutal tool will do for these maniacs, although particularly messy weapons such as chainsaws, mining tools and clubs seem in vogue more than anything else.

Berserkers are usually as careless with their own lives as they are merciless to the enemy; perhaps they just want their own personal daemons to claim them from their living nightmares. For whatever reason, a building in which Berserkers have been plying their trade is usually a charnel house of gore, body parts and shattered bones, bereft of all life save the flies.

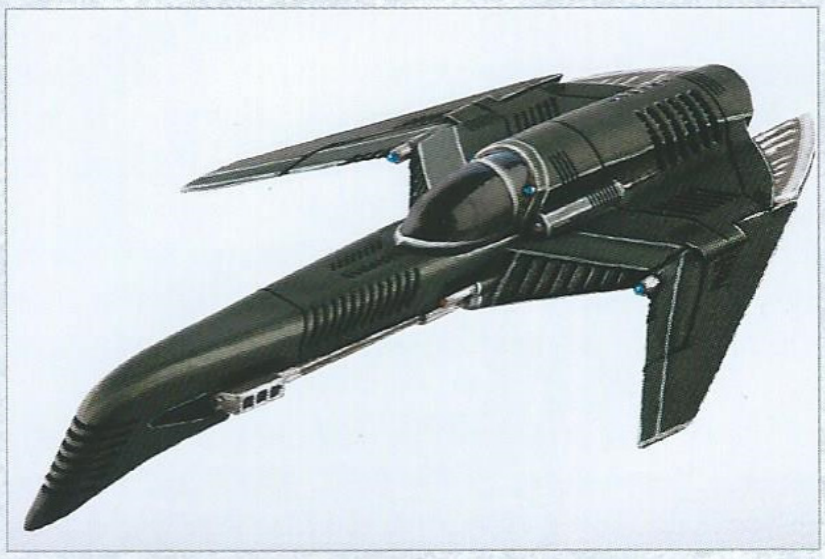
Berserkers	A	Mv	CM	DP	Pts	Type	Category	CQB	F	S+C	Special
	1	2"	N/A	5	35	Infantry	Exotic	D3+1*	2+	2/4, B2B	Dodge 5+, Subterranean, Reckless Abandon*, Feral

Transport (option 1): 1x Battle Bus (2-4 units only). May share 1 x NT-1 Kraken with another Occupation Veterans squad, Resistance Fighters squad or Berserkers squad, providing they are both mounted in Battle Buses.

Transport (option 2): 1 Jackson Halftrack (2 units only). May share 1 x AT-77 Lifthawk dropship with 2 additional Resistance Fighters Squads, Occupation Veterans Squads or Berserkers squads, providing they are all mounted in Jackson Halftracks.

***Special Rule - Reckless Abandon:** *Berserkers suffer a +1 modifier when rolling to find objectives (to a maximum of a 6+) and a -1 modifier when rolling to find Intel (they are more likely to stumble over a booby trap and will never find an Objective).*

ARCHANGEL PATHFINDER SQUADRON



The Pathfinders are an elite group UCM fighter pilots trained to operate behind enemy lines, conduct preparatory raids and to provide air support for Resistance elements. These pilots are invariably veterans with a considerable number of combat hours and are highly adept at covert raids and lightning fast manoeuvres.

They usually fly the small and nimble Archangel Interceptor, a superb air-to-air predator repainted in Pathfinder livery, a mostly unadorned matte black, to signify their special role and elite status. Their virtually unmatched flying skills make these units all the deadlier against an enemy aircraft.

Members of ground based Resistance forces on friendly terms with the UCM are always glad to see these dark knights of the skies, as lack of a mission-oriented interceptor aircraft has always been a major Achilles heel of their forces.

	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
Archangel Pathfinder	5	FM	A, E+2	1	80	Aircraft	Air	1-4, Wide	S	Interceptor, Allied

Weapons	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
UM-50 Retribution Cannons	7	2	2+	∞	12"	N/A	F(narrow)	AA

MARINE FORCE RECON TEAM

The UCMF's Marine Force Recon is a body of elite Special Forces soldiers trained specifically for operations of extended duration behind enemy lines in coordination with Fleet assets. As such, they are usually among the very first UCM personnel to make contact with Resistance groups and they are often tasked with assisting them in high value missions to prepare the ground for invasion.

They share most of their equipment and formidable skillset with the army's elite Praetorian corps, although they are arguably even tougher since they must often operate a long way from any possible extraction or reinforcement.

Marine Force Recon (known as MF-R) attracts only the most battle hardened soldiers hell bent on spending as much time in the field as possible. It recruits from all branches of service and has the highest dropout rate of any armed force in the UCM. The very best of this exemplarity band of soldiers have recently been siphoned off to places unknown, inciting rumours of classified MF-B black-ops teams of shadowy purpose...

	A	Mv	CM	DP	Pts	Type	Category	CQB	F	S+C	Special
Marine Force Recon Team	2	2"	N/A	5	58	Infantry	Exotic	3	2+	2, B2B	Dodge 3+, fast roping*, Allied

Weapons	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
UM-3 SMG Special	2	10	2+	12"	6"	2"	F/S/R	RW-2

*** Special rule - Fast Roping:** *Praetorians are adept and descending by rope straight onto the roof of a target building, facilitating rapid entry. They may disembark from an aerial transport directly into a structure, when the transport is above the structure (i.e. positioned over the roof). This works in exactly the same way as disembarking a ground transport directly into a structure. The aerial transport does not need to Land to achieve this. There doesn't have to be an obvious entrance on the roof - these guys carry breaching charges!*

Transport: 1x Raven A/S Light Dropship at +35 points using the profile below:

	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
Raven A/S	5	24"	A, E+2	1	35	Aircraft	Transport	1, Wide	S	Allied

KARL FOLEY, PRINCE OF NEW TROY

Karl Foley is possibly the most famous Resistance fighter on all of Eden Prime and certainly the UCM's staunchest ally there. His actions several years ago during his legendary 'Great Gambit' raid were instrumental in bringing the Reconquest to the planet, as the mission was successful in capturing a foldspace node, making it possible to jump to Eden accurately. He was made an honorary General by the UCM after their arrival and he has been working closely with them ever since.

His title of 'Prince' was bestowed by his people after many years of masterly generalship in the field, effectively electing him President of New Troy for life. At age 47 he is already quite old for a Resistance fighter and his style of personal leadership in battle makes it unlikely he will live to see 50, although he has defied critics and naysayers many times in his life.

With New Troy mostly liberated, his people's political system is fast disappearing as they are absorbed into the UCM. This was encouraged by Foley himself, who has never lusted for power but rather for the establishment of a greater human civilisation. With his political duties lifted, he has resumed his old role of frontline commander and is back in his true element – war. He is currently leading most of New Troy's remaining independent Resistance fighters to the city of New Atlantia in the north, where he has a score to settle with a tyrannical despot known as Salakahn. Rather than command a UCM army, Foley prefers to work with the people and equipment he knows and understands so well, although this is likely to be the last march for many of the tired, antique vehicles in his armoury. With the UCM on Eden in vast numbers, such assets are not as irreplaceable as they once were, and can finally be committed to battle in force.

Although Foley has ridden to war on many vehicles, today he is frequently seen piloting his favourite machine, a J-19 Hellhog jumpjet. Like so many Resistance vehicles, his is heavily modified with improved weapons systems, armour and avionics. This preference stems for the years of his youth, when he cut his teeth as leader of a legendary fighter squadron which was to become known as Foley's Fearless. Back in command of this elite group and able to survey the battlefield from on high, he is in his element and ready to take to fight to all enemies of a free humanity.

Special Rules:

340PTS - CV5 - RADIUS24" - ALLIED

Mount: *Karl Foley is mounted in a J-19 Hellhog jumpjet. This follows the regular rules, except that its category is Command, its armour is upgraded to 7 and it gains a Passive Countermeasures value of E+3. It carries extra-ammo for its Satan chainguns and also gains the following weapons system:*

WEAPON	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
UCM COMPACT AA MISSILE SYSTEM	7	2	2+	48"	9"	∞	F	L-2, AA, ALT-1*

** This weapon loses Alt-1 if Foley's Hellhog is in hover mode*

Foley's Fearless: *In armies containing Foley, all J-19 Hellhogs gain a Passive Countermeasures value of E+1 and their squad size becomes 1-2. They cost an additional 10 pts each.*

Aerial Commander: *Foley automatically comes out of Reserve on turn 2 (you still need to roll as usual on turn 1). Once out of Reserve, he counts as being on the table for the purpose of holding Command Cards and rolling for initiative (although any Sphere of Influence cards can only be played if he is on the table and in Hover Mode).*

Friend of the UCM: *If Foley is chosen, the points cost for Marine Force Recon teams is reduced to 50 and Archangel Pathfinders reduced to 75.*

Special Command Cards: *Insert one copy each of the cards 'Foley's Fortune', 'Honorary General', 'Combined Assault' and 'Command from on High' into the Allied Resistance Command Card Deck before the game begins.*

JESSIE ADAMS, GUIDE OF THE DAMNED

Jessie Adams is a somewhat unorthodox figure for a military leader. Diminutive in stature and approaching 60, her quiet demeanour hides the mind of a brilliant guerrilla fighter and leader of her people. She commands a group of Resistance fighters around the Elysian city of Granum known as 'The Damned', since they spend virtually their entire existence underground. This city is sprawling in design and features many isolated tunnel systems. This made Granum host to an array of small Resistance groups, each with their own agendas and possibly the widest variation in mindsets ever encountered by the UCM in a single city.

Several are openly hostile to all outsiders and have been in almost constant conflict with the Damned for the last century. This made them hardy fighters even for the Resistance, and although few in number, their skills are impressive. Their military commander has always been referred to as Guide, a title Jessie Adams has held for over two decades. In that time she has become a matriarch to her warriors and an inspiration to all free and civilised humans in Granum. Her long time rivalry with the psychopathic Gunnarr is already well known, as this maniac has slaughtered several UCM recon patrols, leading her to explain to her new allies what they are dealing with when it comes to the Feral groups of the city.

Adams is a master of subterranean warfare and is one of the most effective partisan fighters yet encountered by the UCM. She has an intense hatred for the Scourge (as do most Resistance fighters), eclipsed only by her loathing of those that have degenerated to savagery, regarding them as traitors to their own humanity. She is not a physical warrior though, and prefers to direct battles from the tunnels themselves, where she can use her towering intellect to control a variety of unconventional strikes, ambushes and traps for unwary enemies.

Special Rules:

170PTS - CV4 - RADIUS9" - ALLIED

Mount: *Jessie Adams directs battles from underground via several modified breaching drills, designed to relay her orders. Her Command Radius can be measured from any Drill Unit (use the full value) and she counts as being on the table as long as a single Drill is present. The opponent scores kill points equal to her points cost if all Drills are destroyed. Her armies also feature a special Drill known as 'Bertha', a rare contraption enormous enough to allow the deployment of larger vehicles from underground. Bertha has the following stats:*

'BERTHA'	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	0"	A	8	N/A	VEHICLE	DRILL	1	N/A

Bertha: *In armies containing Adams, Jackson Halftracks and Wagons gain the Subterranean special rule. They may only deploy from (if they started the game underground) or leave the battlefield through Bertha.*

Partisan Master: *Adams' forces shun the heaviest Units available to the Resistance as they are too inflexible for her purposes. Armies containing Adams may not include Leviathans, Thunderstorms, Alexander or Zhukov tanks. Hannibal tanks gain the Rare special rule. Resistance Fighters in armies containing Adams replace their RPG's with the flowing weapon:*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PREPARED TRAP DETONATOR	10	1	4+	24"	24"	0"	F/S/R	N/A

Special Command Cards: *Insert one copy each of the cards 'Master Trap', 'Well Drilled', 'Tunnel Sappers' and 'Expert Emergence' into the Allied Resistance Command Card Deck before the game begins.*

SALAKAHN, TYRANT OF ATLANTIA

Salakahn is a ruthless, merciless despot, currently master of the majority of Atlantia city's Resistance population. He is infamous to both the Resistance and the UCM on Eden Prime, as his attentions have resulted in the deaths and disappearances of thousands of reconnaissance and expeditionary force troops sent into the city. It seems that Salakahn has absolutely no interest in seeding power to the UCM and would rather fight to the last of his slaves than submit to outside rule.

Despite his fearsome reputation, Salakahn is far from the stereotypical maniacal dictator in personality. He his surprisingly quiet despite his imposing 6'9" frame and has a reputation for shrewdness, cunning and guile rather than boundless violence. He gained power through several well planned assassinations, careful 'removal' of opponents and by instilling an atmosphere of dread around his person, so that he need only kill a few failed servants each week to maintain his iron grip. It is also increasingly likely that Salakahn has brokered some sort of alliance with the PHR, a disturbing prospect that has elevated him to priority-1 on the UCM's Kill List for Eden Prime.

He maintains his reputation as a great warrior by frequently taking to the battlefield in person. Although he seldom commits himself to truly dangerous postings, he is not averse to sending pawns on suicide missions. In battle, he favours a bulked-out M3 Alexander super heavy battle tank, an imposing vehicle fitting for the Tyrant of Atlantia. This beast is also rumoured to have been recently upgraded with an energy shield of PHR origin, making him extremely difficult to eliminate. Other powerful units are also preferred and he has been known to launch raids on other Resistance groups in the past (losing many men in the process), simply to steal more armoured units for his own ever-expanding armoury.

Special Rules:

330pts - CV5 - Radius24" - Feral

Mount: *Salakahn is mounted on an M3 Alexander. This follows the regular rules, except that it gains 1 additional Dp and gains a Countermeasures value of P4+.*

Seized Power: *In armies containing Salakahn, the points cost for Hannibal and Zhukov tanks are reduced by 5pts. Alexander tanks may be taken as Heavy choices and Hannibal tanks may be taken as standard choices. Gun Technicals and Rocket Technicals may not be chosen (they are far too small for Salakahn's tastes!)*

Rule Through Fear: *In armies containing Salakahn, Resistance Fighters, Occupation Veterans and Beserkers all suffer a +3 modifier to their Fortitude value. If they are inside a building in Line of Sight to Salakahn, they pass all Fortitude tests automatically.*

Special Command Cards: *Insert one copy each of the cards 'You have failed me for the last time..', 'Cunning Ambush', 'Iron Fist' and 'Secret Alliance' into the regular Feral Resistance Command Card Deck before the game begins.*

GUNNARR OF ELYSIUM, THE FERRYMAN

Gunnarr gained his moniker 'The Ferryman' by age 19, simply because he had already (and personally) sent a great many rivals to the next world. He is a true psychopath and lives only for violence, blood and death. It seems that living in a world dominated by the Scourge was too much for the young Gunnarr to cope with, and his already unnatural bloodlust was turned on fellow humans to bring relief from his inner torment.

After over a decade of slaughter, The Ferryman is infamous across all the Resistance societies around the Elysian city of Granum. As his grizzly legend grew, he attracted similarly crazed followers who now journey with him to death or carnage anywhere his murderous inclinations take him. This depraved band, known as the Myrmidons, is almost as feared as Gunnarr himself. They invariably fly into battle aboard a modified Lifthawk dropship equipped with a hand built, underslung crew compartment and supercharged engines, allowing him to reach the heart of the battle at terrifying speed. This craft always has the very best pilots available – Gunnarr has created enough corpses and sacked enough storerooms to afford it!

Devoid of any sort of tactical awareness, Gunnarr never leads an army but will happily join the retinue of any (possibly unwise) warlord who can provide enough sport to sate his hunger for combat. He does have a history of taking the head of any leader that disappoints him in this regard, although many are willing to take the risk, such is his prowess in the arts of boundless slaughter. However, his only true master is death itself, making him an unpredictable and lethal threat, demanding immediate action be taken if diabolical mutilation is to be averted.

Special Rules:

300pts - CV2 - Radius6" - Feral

The Myrmidons: *Gunnarr and his Myrmidons are represented by 4 infantry bases. The Myrmidons may not search for or carry Objectives or Intel – they are too focused on killing! Their stats are as follows:*

MYRMIDONS	A	Mv	CM	DP	Pts	Type	Category	CQB	F	S+C	Special
	1	2"	N/A	5	N/A	Infantry	Command	D3+2*	Auto	4, B2B	Dodge 4+

Transport: Gunnarr and his Myrmidons are mounted in a specially modified Lifthawk dropship (included in his points cost), the stats for which are below:

GUNNARR'S LIFTHAWK	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	7	24"	A, E+1	4	N/A	Aircraft	Transport	T, Wide	L	N/A

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
Ungraded Heavy Machine Gun	5	4	3+	36"	18"	12"	F	N/A
Double Rocket Battery	8	2	3+	36"	9"	12"	F	SC
Flame Thrower	4	4	3+	6"	6"	12"	F/S	Flame

Last Man Standing: *Gunnarr has an uncanny ability of being the last left alive, bloodstained and surrounded by the mangled remains of comrades and enemies. His Command Radius may be measured from any Myrmidons base and he does not count as killed unless they are all killed. The opponent scores kill points equal to his points cost only if all Myrmidons are killed.*

Not a Strategic Thinker: *Armies containing Gunnarr must also contain another commander with a higher CV value.*

Special Command Cards: *Insert one copy each of the cards 'Crazed Charge', 'Glorious Carnage', 'Grizzly Trophies' and 'Live to Kill Again' into the regular UCM Command Card Deck before the game begins.*

RESISTANCE ARMY LISTS

STANDARD ARMY ROSTER						
	BATTLEGROUP TYPE					
GAME SIZE	HQ	ARMOUR	INFANTRY	SPECIAL	FLEET	MAX
SKIRMISH	0-1	1-2	1-2	0-1	0	5
CLASH	1	1-2	1-2	0-2	0-1	6
BATTLE	1	1-2	1-2	0-2	0-1	7

WARLORD'S HQ			
HQ	SKIRMISH	CLASH	BATTLE
COMMAND	1	1-2	1-2
SCOUT	0-1	0-2	0-2
SUPPORT	0-1	0-1	0-1
MAX	2	3	4

VEHICLE DETACHMENT			
ARMOUR	SKIRMISH	CLASH	BATTLE
STANDARD	1-2	1-2	1-2
SUPPORT	0-1	0-1	0-2
SCOUT	0	0-1	0-1
MAX	2	2	3

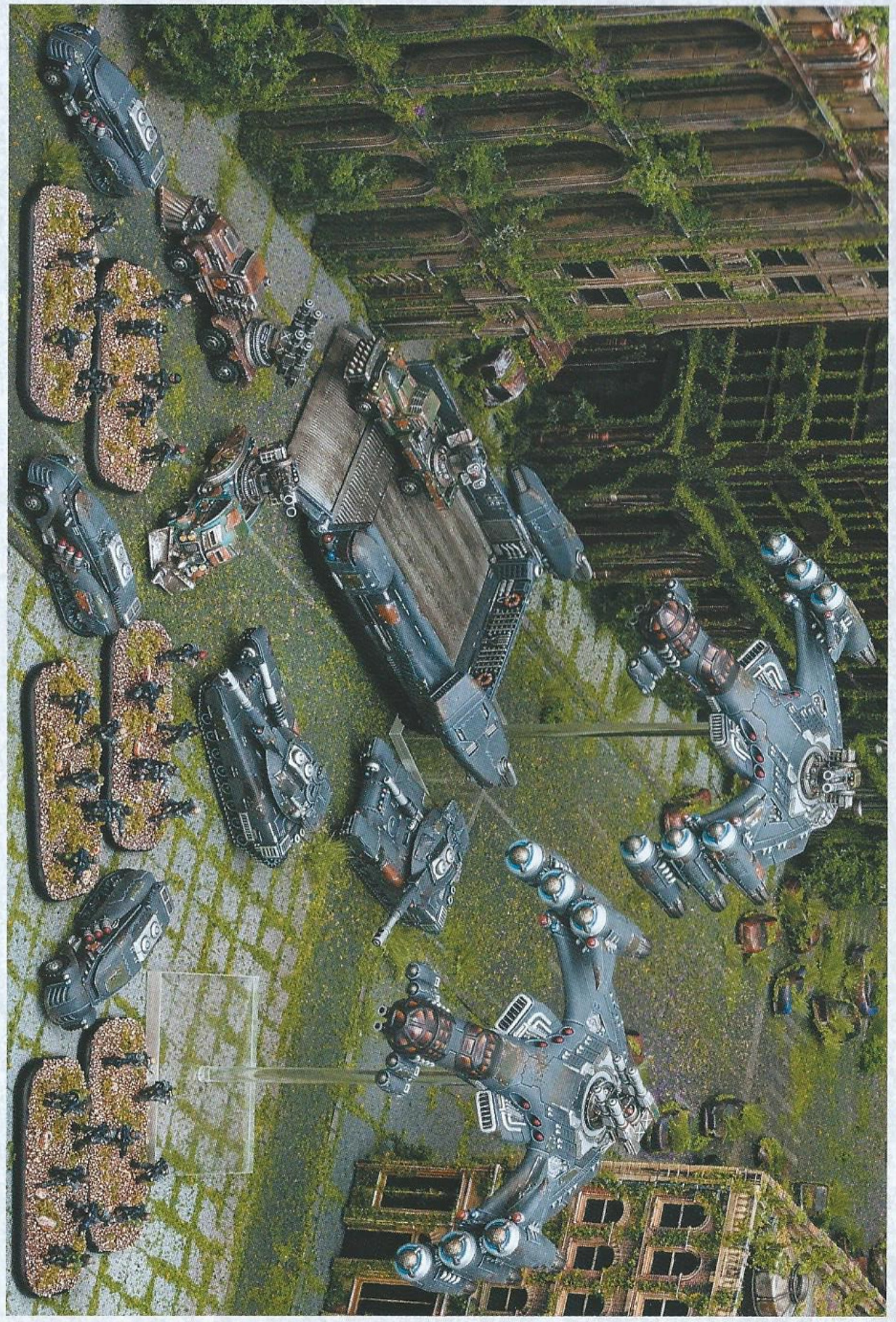
RESISTANCE BAND			
INFANTRY	SKIRMISH	CLASH	BATTLE
TROOPS	1-3	1-4	1-5
SUPPORT	0	0-1	0-1
EXOTIC	0-2	0-2	0-3
MAX	3	4	5

RUSTED FIST			
SPECIAL	SKIRMISH	CLASH	BATTLE
HEAVY	0-1	1-2	1-2
SUPPORT	0-1	0-1	0-1
MAX	1	2	3

FAST STRIKERS			
FLEET	SKIRMISH	CLASH	BATTLE
AIR	1	1-2	1-3
MAX	1	2	3

RESISTANCE INFILTRATORS			
SPECIAL	SKIRMISH	CLASH	BATTLE
SCOUT	1	1-2	1-3
EXOTIC	0-1	0-2	0-3
MAX	2	3	4

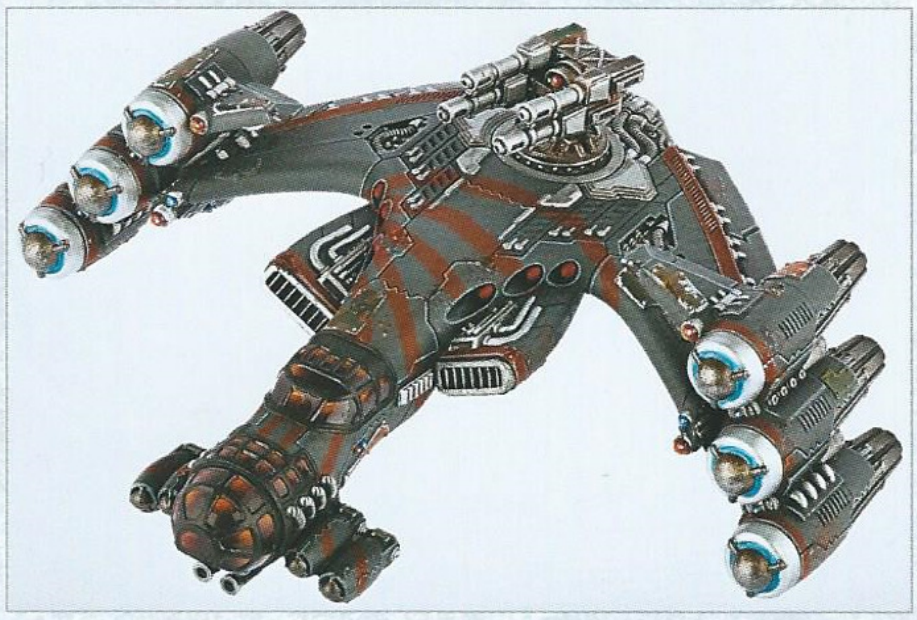
COMMANDER	CV	RADIUS	ALLOWED	PTS
RESISTANCE SENIOR	2	9"	S/C/B	35
RESISTANCE LEADER	3	12"	S/C/B	60
RESISTANCE COMMANDER	4	18"	C/B	95
RESISTANCE GENERAL	5	22"	C/B	140
RESISTANCE WARLORD	6	24"	B	220



RESISTANCE COLOUR SCHEMES

The Resistance do not generally have defined 'official' schemes. Indeed, their livery is often as varied and colourful as the societies they hail from. While the vestiges of pre-war EAA military camouflage often remain on heavier vehicles, civilian based units can come in any shade imaginable. Some groups (most notably feral societies) often employ their own unique tribal markings, especially when in conflict with other Resistance factions.

EAA URBAN GREY WITH TRIBAL GLYPHS



FERAL DROPSHIP MARKINGS

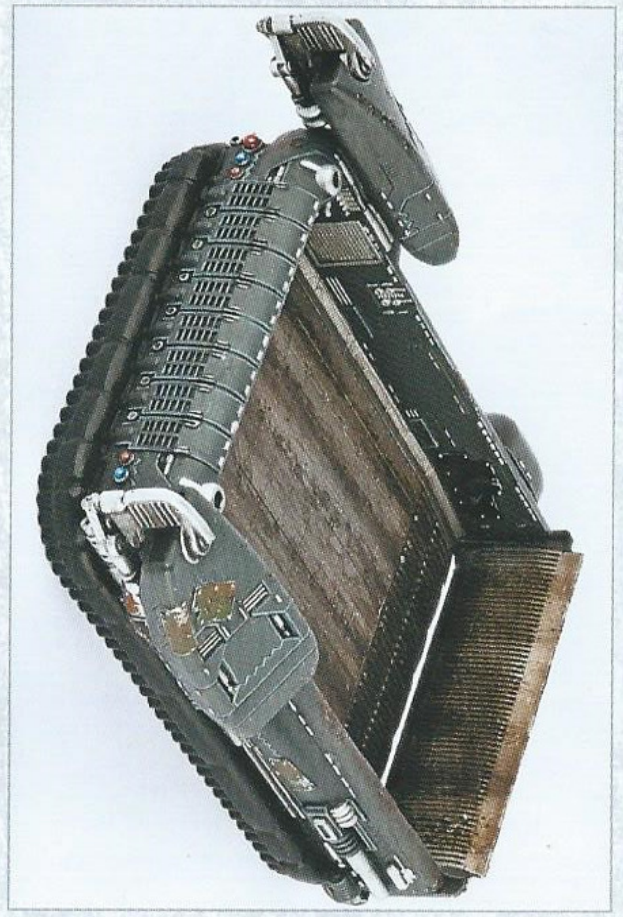
EAA OLIVE TWO-TONE

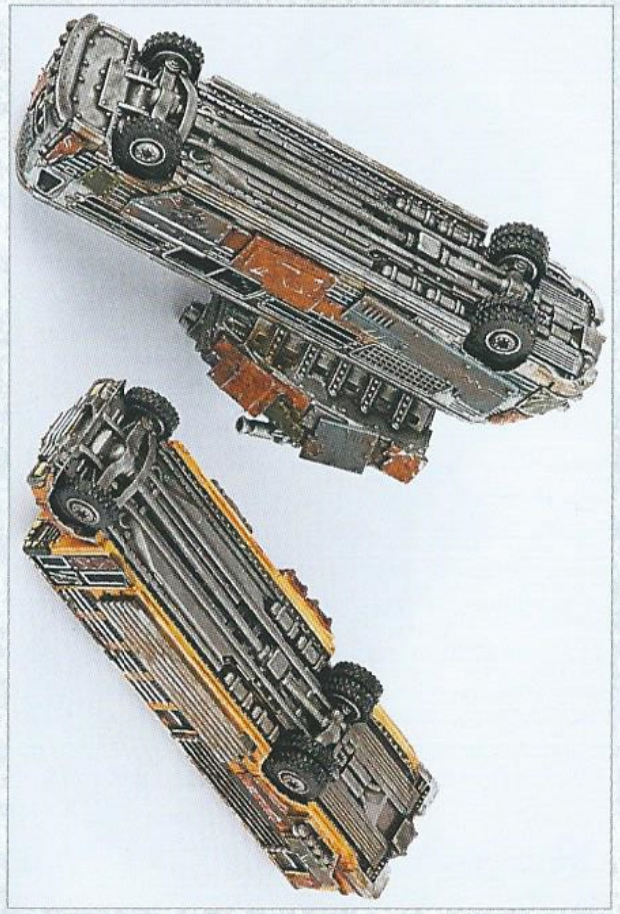
FERAL BATTLE BUS

EAA STANDARD GREEN

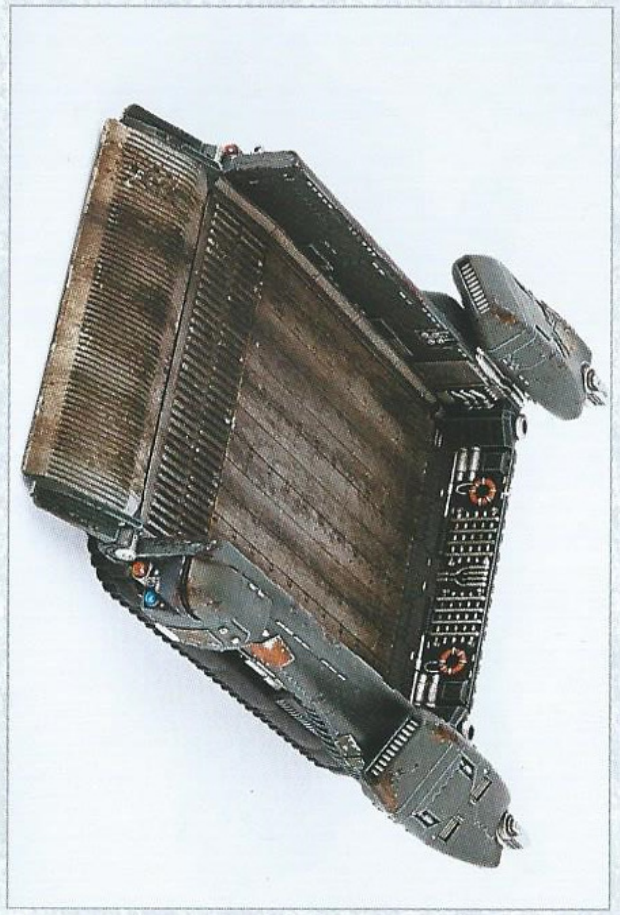
NEW TROY 'SHARKS'

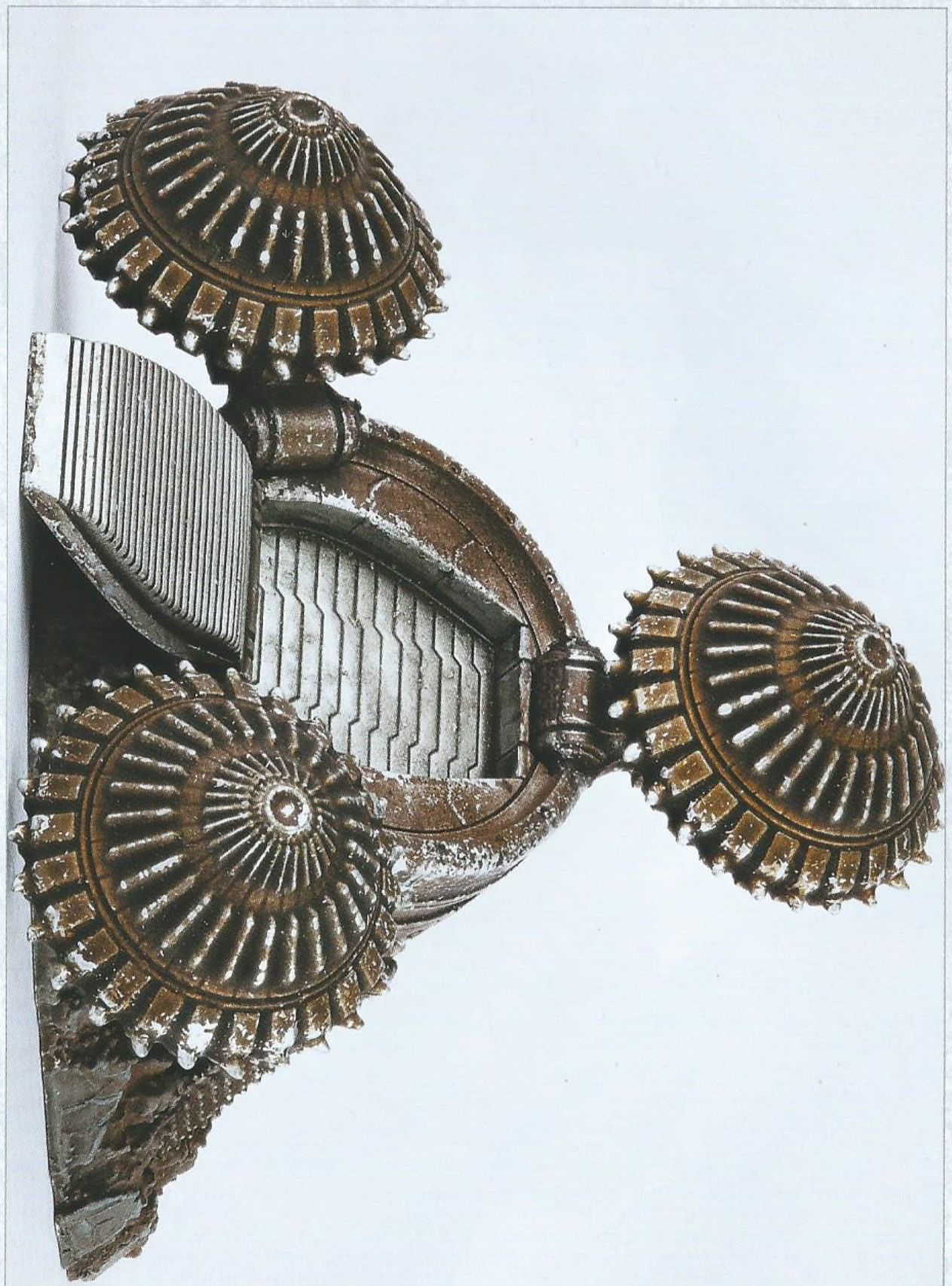
TECHNICALS - VARIOUS PERSONAL SCHEMES

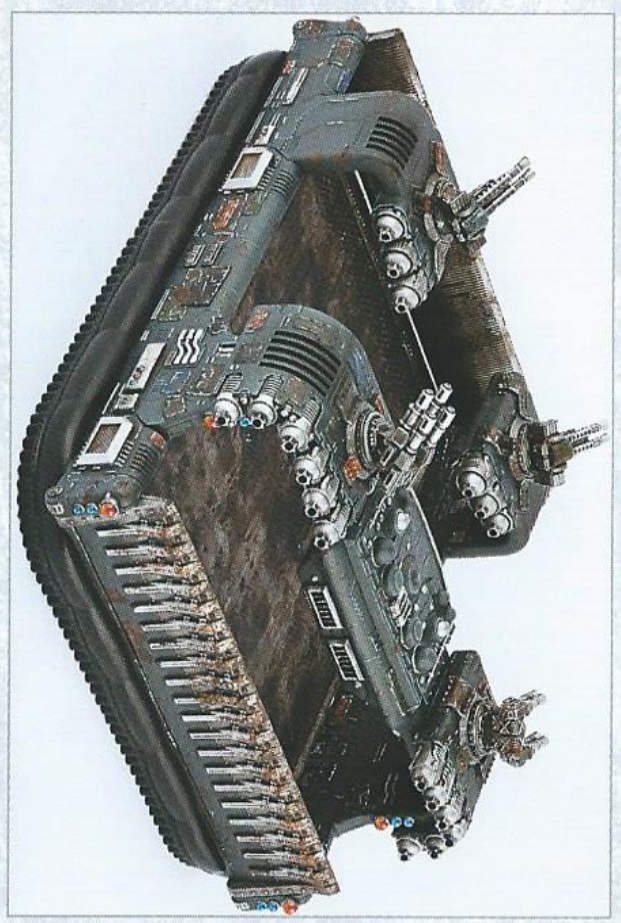


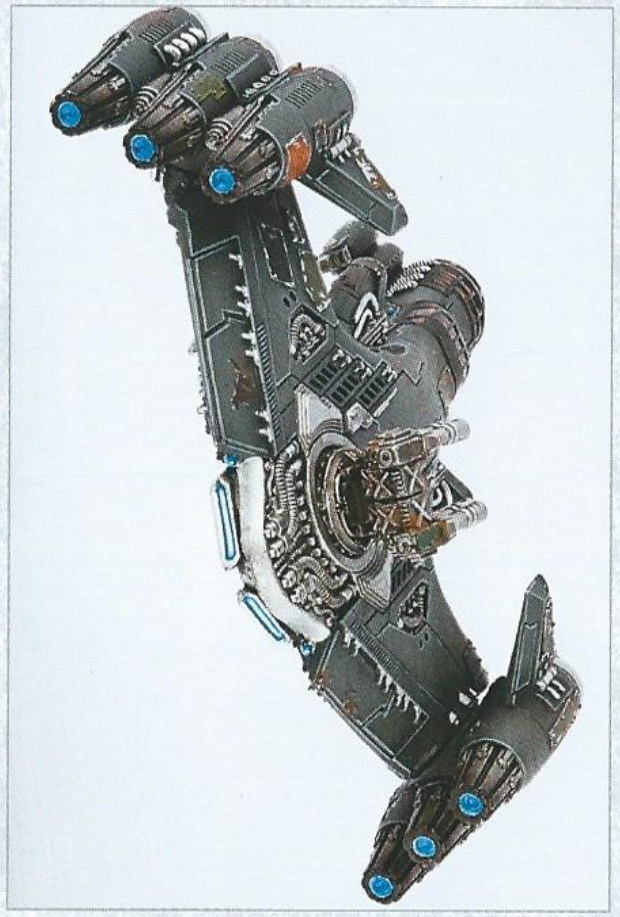


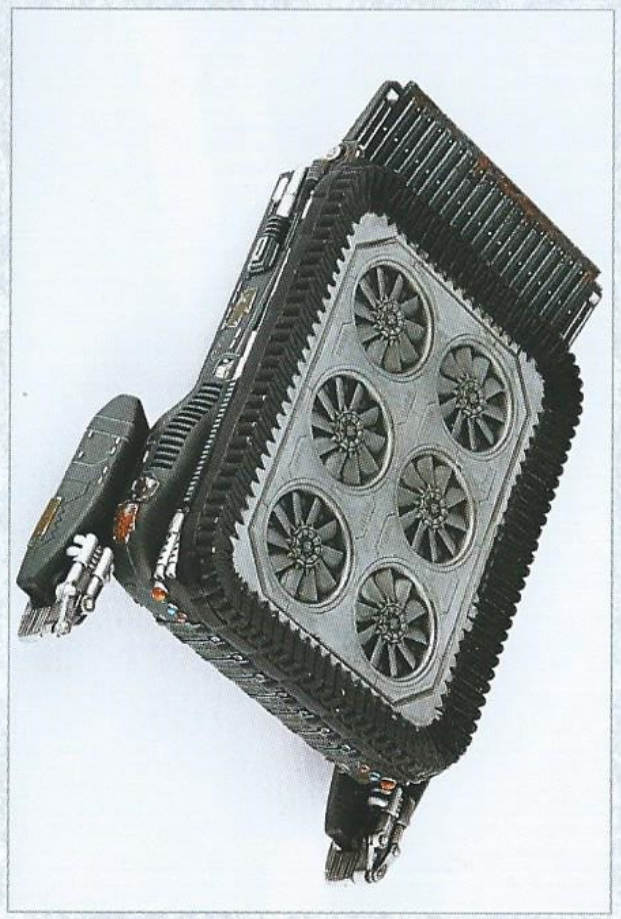
RESISTANCE - GALLERY

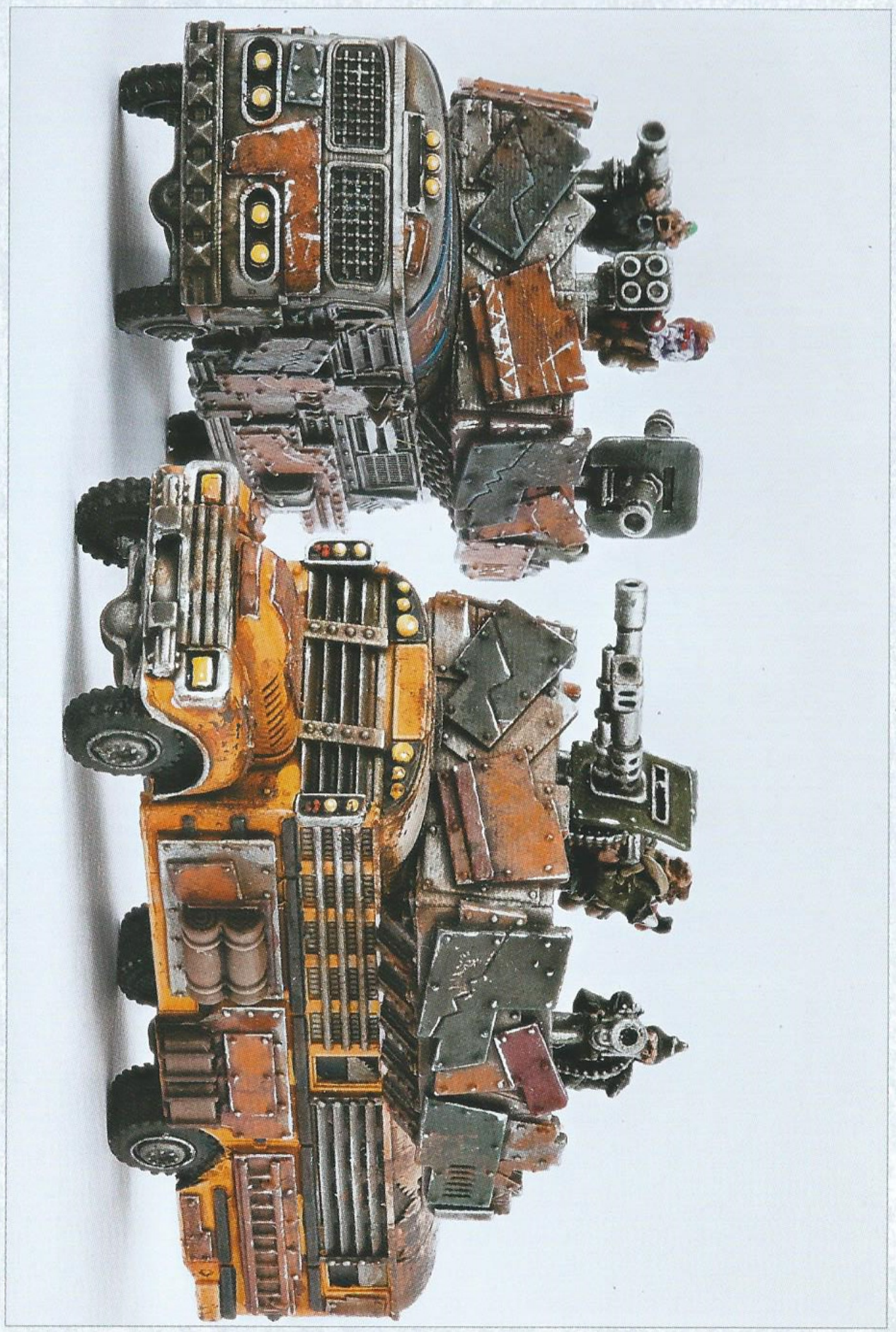


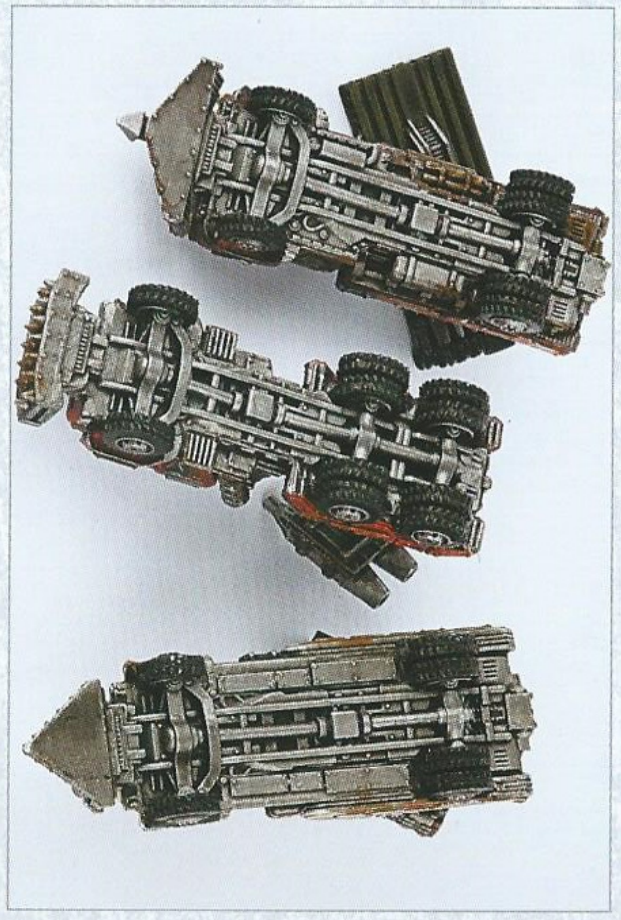


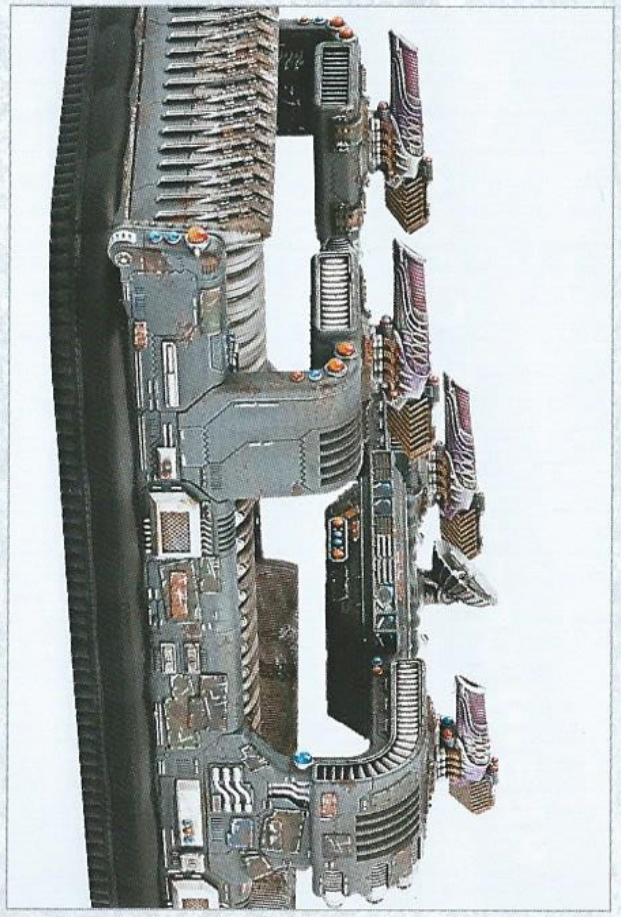












RESIN DROPZONE COMMANDER CITY BOARD, by Ed Hargrave

GUEST FEATURE

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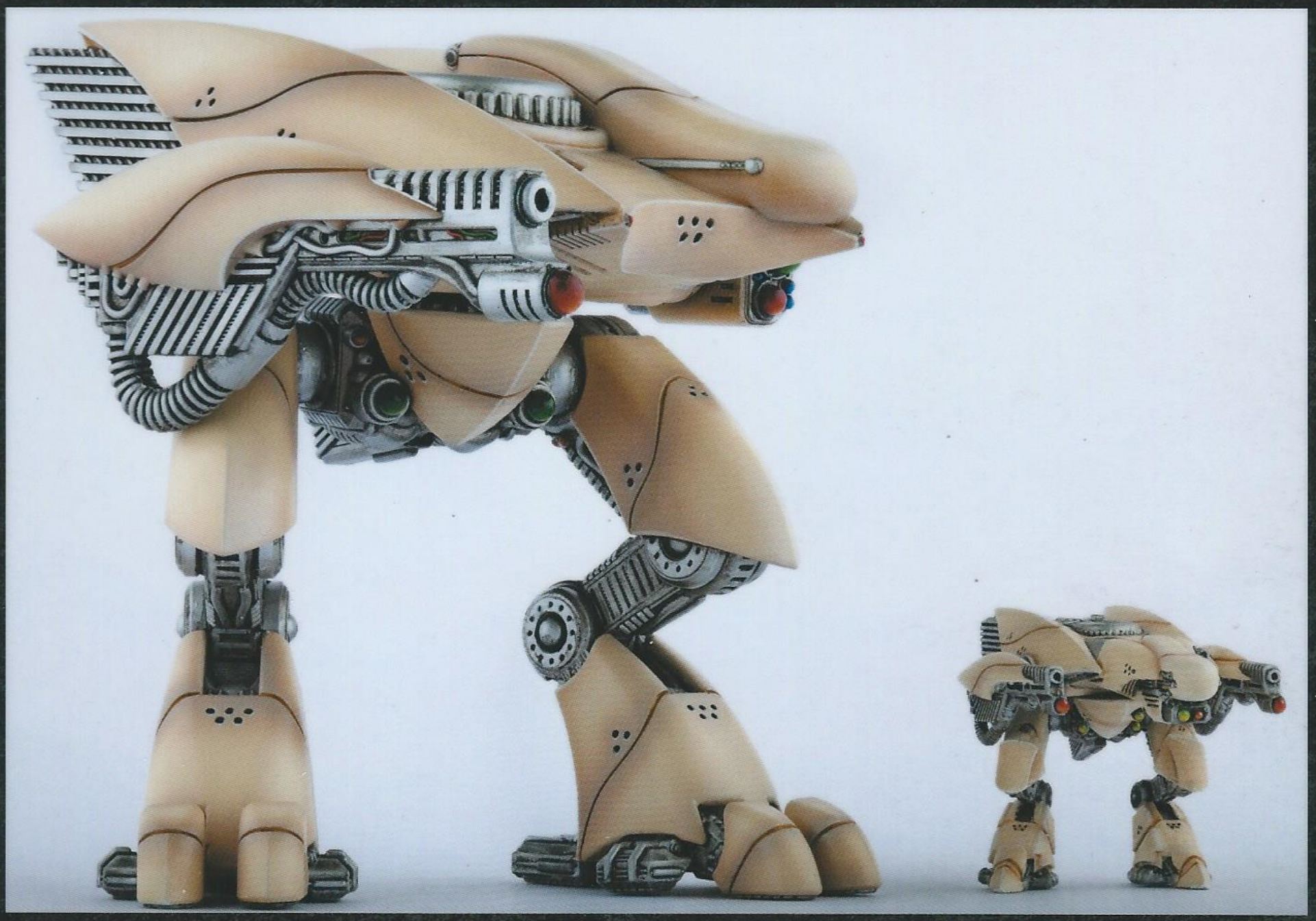

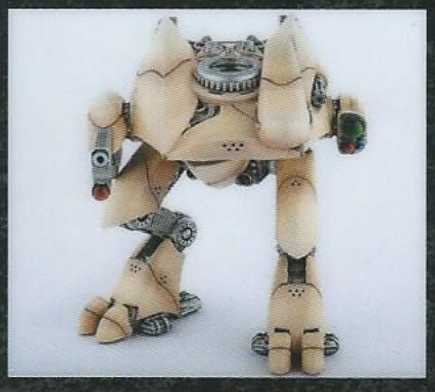

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